

SEPT 1991  
THE LONGEST-RUNNING COMMODORE 64 MAGAZINE

SEPTEMBER 1991

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# CODEMASTERS

MEET THE KINGS OF  
THE BUDGET CASTLE

YC B IS THRILLS  
SPESH  
TERMINATOR 2  
JUDGMENT DAY

INSIDE!!

8-PAGE  
PULL-OUT T2 SPESH:  
FEATURES, POSTER  
& EXCLUSIVE  
GAME REVIEW!!

GAMES  
REVIEWED

★ FOOTBALL II ★

★ BALL GAME ★

★ TEST DRIVE COLLECTION ★

★ 3D CONSTRUCTION KIT ★

AND MORE



Once upon a time  
In a land not far away,  
There lived a little pixel king  
Called "Bibbly Bobbly Boy".

He skipped into the forests,  
With ropes and fishing nets,  
To buy his tape TC,  
But it didn't get its tape.

Verloos the king was  
That he couldn't leave his fun,  
So the nettle lost his head,  
Which proves "Never leave games without one".

Funky Fruitbat '91

an  
*Alphavite*  
PUBLICATION



INSIDE: VIRTUAL REALITY - NEW 'EXPERIENCES' REVEALED!!

# fun school

## Learning is now even more fun!

Fun School 3 is everything you - and your children - ever wanted from educational software. SIX challenging programs in each pack which fulfil the exacting requirements of the National Curriculum. Plus: Stunning graphics, exciting sounds, carefully structured levels so your children can have fun and learn at their own pace. And all are designed by the winning team which created Fun School 2, the biggest-selling educational package ever!

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Count up to 100 to help teddy get the honey



Join the large letters at the alphabet fair



Tell the time and watch the clock come alive!



Slide like they mean business to help the ants



Connect spelling, grammar and punctuation mistakes



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# CONTENTS

YC AUGUST 1991

## featueroonies

- 12 virtuality ii** *Jeff journeys to places never to follow it: industries and its amazing performing Virtual Reality headset.*
- 20 codies profile** *The ever busy Jeff also plays a few points of character from the Codies and debuts down his wild a bit!*

## reviews

- 28 speedball ii** *(YC Fun One)*
- 40 the ball game**
- 44 test drive - the collection**
- 50 3d construction kit** *(YC Fun One)*

## regulars

- 04 data** *News, views and real, called ahead with Barry Babes!*
- 07 the dream team** *Just who the hell are these guys?*
- 15 scum of the earth** *What games are we giving you, the stool pigeon treatment on this time?*
- 23 compo** *The Codies have given us a few Game Stars (some hard-hat) consisting in play with - and then we give them to you, humph!*
- 25 post apocalypse** *Pesty and his strange fellow friends answer your mail and then throw it in the bin.*
- 41 compo winners** *Did you? Didn't you? Real where?*
- 46 next month** *There'll be a few changes, as you'd know if you were James Bond.*
- 48 budgie footy games** *Cult release 'em, we chuck 'em about on the internet!*
- 52 budgie column** *No budgies, or parakeets, but loads of budgie games reviewed.*
- 56 misadventures** *Past Pesty gets even stranger as he misacts from a small room in an institution!*
- 60 big thrills** *Loads of vids, etc., for you to read about (probably).*

## supplement

- 37 big thrills spesh** *Everything about Amie and his amazing catchphrases (and bank balance) is revealed here, along with an EXCLUSIVE review of Terminator 2-on the controls, whoppp!*

## on the tape

- 12 football manager, gold train, tank battlezone**

## posters

- 34 terminator 2 - judgment day**



**0 BIG THRILLS SPESH (p37)** - Terminator 2 gets the full once-over from all angles (oo-er) from a dedicated team of YC hacks who were horribly forced to see the film weeks before everyone else. Isn't life tough? PLUS! An EXCLUSIVE review of the game!

**0 VIRTUALITY (p12)** - Remember V-TOL and Battlensphere? No! You've got a short memory! But we'll refresh it and improve it with a whole new feature about the next generation of Virtual Reality arcade games.



**0 CODE MASTERS PROFILE (p20)** - Top budget gamemasters the Codies got a sweeping visit and grilling about their origins, their new games and the strangest thing they ever did...

**0 NEW BANDS SPESH (p44)** - YC, if you remember, were the first to tip you off about EMP. Here's the low-down on a whole new batch of bands coming to a record shop near you NOW and Top of the Pops soon!



**SPEEDBALL II (p38)** - The "Bishop Brothers" excellent future-sport violence-arena viewed with the YC eye in full colour!

## DATA



## THINGS THAT

## PEOPLE DO THE SPACKIEST THINGS!

Computerists certainly know which way their business is going or are they just getting a bit shaky?



## DAYS OF THUNDER-JAWS

Just when you thought it was safe to go back to the computer store, Dorner has decided to delay its Tengen scene, Thunderjaws, for late September.

The game is a weird cross between sharks and meteorological weather maps (no it isn't, it's another flipper shoot-'em-up, isn't it? - Reader?), or... between sharks and perries in scuba gear. And you'll just have to wait until longer! Hard!

## GOING FOR GOLD

After three years in USI Gold's garage, Colnuc Bunge has finally made it onto the road and I thought the AA were quite efficient nowadays! What a ride it promises to be though.

It's a power stage race across Europe in a Porsche 911 (red, of course) or a Ferrari F40, avoiding foreign police and European terrorists, in an attempt to relieve some ties. Sounds like a foot doesn't it - apart from the water problems (no, not wanting to go to the too stirred but crossing things like champagne - and those wonderful Bunnies have invented a Turbo charged Power Boat, so no worries.

Watch out for the full game in September but don't blink or you'll miss it speed past.

## YC DIARY DATES

88Pernate Computer Fair  
(or bring in your garden)

Admission £4.00 10 a.m. - 4 p.m.  
Invitation only

**Sunday 1st September**  
University of Leeds Sports Centre,  
Cafery Street, LEEDS

**Saturday 7th September**  
Royal Horticultural Hall, Grosvenor Street,  
Manchester, 10.00-6.00 Victoria Tube

**Saturday 14th September**  
National Motorcycle Museum, Solihull, B  
6442 Birmingham International Station

**Sunday 22nd September**  
The Bazaar Centre, Bristol Old Station,  
BRISTOL, train to Bristol Temple Meads  
Station



**The Computer Shopper Show**  
Adults 60, Children under 16 £4.00  
Family ticket 12 adults, 2 children £18

**December £30 1990**  
Wembley Exhibition Halls  
Thurs-Sat, 10 a.m.-4 p.m.  
Wembley Conference Centre  
Sat, 10.00-4 p.m.  
Wembley, 1204000

## WITH BEVY BABES

MAKE YOU GO HMMMMM!

I GET  
A KICK OUT OF  
YOU

Time to get your shoes and socks off and your fists out for the lack as we peak at US Gold's Final Fight.

Unless you've been on the Planet Zed for the last five years, you'll know that Final Fight is the sequel to some other that Street Fighter, that kick-'em-up where you come face-to-face (or foot-to-foot rather) With some of the meanest punks on the streets. The sequel is not that different. You play Haggar (see-Streetfighter not cartoon viking), now Mayor of the city, whose delectable daughter Jessica goes and gets herself kidnapped by the brutal Mad Gear Gang - obviously a set-up by Capcom to make the sequel unethical.

Anyway it looks to be a good old fistic, fast and furious spectacular if you like that kind of thing with colourful and huge sprites. You can bet thought that it won't be The Final Fight - even the Last Ninja survived 3 fights.



## GOING DOWN A STORM

US Gold's delayed Alien Storm coin-op conversion is now imminent, cool! The game promises to have three huge arcade sections, all of which are based around other genres.

Finally, there's a Golden Age-style street 'n' pool setting, where you (and a mate, if you can find one) walk along a horizontally scrolling landscape wasting any blob that comes from outer space (Milton Keynes?) - they could be shaped like anything too: chairs, tables, Dan Gheesle and other punks of wood.

Then there's an Operation Wolf section where you, guess what? Blow away some more alien spooks! And, finally, a shoot-'em-up, forced-scroll section as you run at break-neck pace towards the end of level means. Er, and that's it really!

INFO  
FREAKO

The names behind the games!

**Infogrames Ltd**  
104 Old Town  
Clapham  
London  
SW9 6LB  
Tel: 071-738-6595

**Palace Software**  
The Old Forge  
7 Casendon Road  
London N1 8DH  
Tel: 071-378-0701

**Mindscape International**  
The Coach House  
Hooklands Est  
Scovens Hill  
West Sussex  
RH17 7HG  
Tel: 0444 601701

**Rainbow Arts**  
Shady Chase  
Blackheath Business  
Park  
Northampton  
NN4 0PL  
Tel: 021-782-2323

YC'S TOP TEN  
'FOOTIE' GAMES

1. Liverpool of Radiance - US Gold
2. BallMan United - Ocean
3. North & Southampton - Infogrames
4. Crazy Carsenal - Titus
5. P.P. West Hammer - Demonware
6. Man SimCity - Infogrames
7. Operation Wolves - Ocean
8. Beyond the Ice Crystal Palace - Elite
9. Newcastle Zealand Story - Ocean
10. Leeds of Chaos - Blade

## WORLDS APART



If you're into 3-D isometrics, then you'll love Domark's latest compilation of incentive best games (their only games actually). The big box contains, Castle Master, Diller, Total Eclipse and The Crypt (never previously released) - all for the stinky price of £14.99 cassette and £19.99 disk. If you can't afford

it, then you'll have many days and nights ahead of you on your Connection Kid

## HOT GOSSIP

Short stories which are hotter than a Vindaloo

## ON MY GOD

While sitting in Piccadilly the other day, the rather rich Italian bloke wearing dark glasses informed me of some rather bad news. Apparently US Gold's latest film, *Scorpio The Godfather* was rather too big to fit onto the humble C64. These who want to protest should contact the Birmingham Mafia.



## ENTER THE DRAGON

Work is now heavily in progress at Ocean on Double Dragon II and with their super track record you know it's going to be a punchy set-up to knock you out. They'll also be pleased to know that a Double Dragon comic is in the pipeline.

## OCEAN JUST WANT TO HAVE FUN

'Addicted to Fun' is the name of Ocean's new label. First out is a wacky-mutiny compilation entitled *The Rainbow Collection* which includes New Zealand Story, Bubble Bobble and Rainbow Islands - heh-heh, pass the sick bucket!

## HUGE BULGES

If you're lucky enough to have Sky (at least one of our readers reads) or if, say, bulge American men in lycra leotards are your thing, then you'll be pleased to know that Ocean have signed the rights to WWF, standing for World Wrestling Foundation not World's Wildest Parts. Watch out for all your love lines such as Randy "Macho King" Savage and Hulk Hogan on your own computer screens later this year.

and juicier than your average Jaffa!

## WE DON'T NEED ANOTHER HERO!

Bored with Heroquest already? Don't despair! Now you can add an Expansion Pack and just *Wash & Go!* The expansion pack, which adds numerous extra quests will cost £5.99 cassette and £7.99 disc. Think yourself lucky owning the computer version - Board game owners will have already taken over the living room, kitchen and extension!

## OCEAN IN THE FAMILY WAY

Remember the Addams Family? Well, Ocean have signed them up to star in a computer game. Why wait all this time you ask? Well, it's about to be made into a film you see, starring Anjelica Houston (Ghosts and The Witches) as Morticia, Raul Julia (Presented Innocent) as Gomez and Christopher Lloyd (Back to the Future) as Lurch - now do you see the Ocean link?

## MULTI-COLOURED SWAP SHOP

Swap is a new puzzle game being developed by Palace, which is intending to be as addictive as Tetris bars. It involves swapping different coloured tiles around a screen so they match and then disappear. Argh, I've just come out of the Tetris rehab clinic.

## SPACED OUT

Space Gun is Ocean's new Tetris licence and can best be described as Operation Wolf in Space. Unfortunately your space ship sort of stops in the middle of space and gets rebuffed by Aliens (sounds rather familiar doesn't it) and you've got to zap them with your phaser and plasma blasters. Don't you just hate it when that happens on your way down to the village shop?

10 AMAZING  
ROCKETER FACTS

1. Rocky the Rocketeer was created by Dave Bickins

2. Rocky the Rocketeer is a character from a comic book

3. Rocky the Rocketeer is a character from a comic book

4. Rocky the Rocketeer is a character from a comic book

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SEPTEMBER 1991

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# THE DREAM TEAM

Who are these people? Where do they come from?

We like to actively stimulate the YC editorial staff's imagination, so we asked them what their favourite vegetable matter was and to do and impression of it, as best they could with out resorting to physical violence.



**Jason  
"Medallion  
Man" Miller**

Jason, being the patriot he is, opted for the Devils orange.

"Call me old fashioned", he says, "but the plain old orange is still my first choice when it comes to munching fruit."

"Listen," he shouted defensively, "you can do all sorts of things with them. You can squeeze them, put them into rings and put them on the side of your drinks, and ... and..."

His rather modest impression consisted of sitting on the floor and painting his face. As if desperate to prove a point, he soon placed a piece of green paper on his head.

This lasted for about a minute, before he told us to stuff our fruit where the sun don't shine and stomped out shouting about how oranges will always win.

Best 2 out of ten

**Richard "Er,  
I'll do it"  
Taylor**

"Oh, bananas definitely".



proceeded to peel off.

"Oh no!" he screamed, "Oh my God not Please don't peel the AWESOMEST in the name of things, holy please don't eat me!"

This rather disturbing display lasted for about two minutes and emptied the offices completely.

Best 6-out of ten

**Rik "Monster  
Munch"  
Henderson**

YC's group editor looked a little



taken aback when asked this question.

"Do pickled onion hats escape class?" he enquired. "What about afro hats? I know! Coca Cola contains vegetable extracts. It says so on the tin. So therefore my favourite vegetable is coca cola!" Er. Oh Rik. Do you think you could impersonate one.

He looked a little confused at this concept.

"How about if I stand here and make flapping noises for a few minutes? I could paint white and red stripes down my side if that would help..."

Oh dear, wrong end of the stick completely. Best 1 out of ten.



**Jeff "Navigator"  
Davy**

"I like mangoes" chirped the excited editor. "They're really juicy and they taste so nice. I think a close second place has to be the common or garden potato. They are just so versatile! You can mash them, bake them, fry them or even distill them and make a rather powerful alcoholic beverage".

"As for my impression, I'll go for the mangoes. Here it is..."

(Curls up in a rather odd shape and lies motionless for two minutes)

"Hey wow, I really know how it feels to be a mango!"

Thanks Jeff. It's out of ten.

# NOW IS THE TIME TO CATCH UP ON ISSUES YOU HAVE MISSED



OCTOBER 1990 £1.95  
FREE TAPE - TIME MACHINE  
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CERRAGE MASTER, SCORPION



DECEMBER 1990 £2.50  
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MOBSTER, LIMBO & ...



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FEBRUARY 1991 £2.50  
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MARCH 1991 £2.99  
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DIAMOND & ...

Back numbers include 55p postage and packing and are available from YC back numbers, Select Ltd., 5 River Park Estate, Berkhamsted, Herts, HP4 1HL. Cheques should be made payable to ALPHAVITE PUBLICATIONS LTD.

**MAKE SURE YOU HAVE ALL THE GREAT YC GAMES**

Other issues are available but not shown.

# GEM'X

ビート!



Are you ready to take on Kiki and her friends in this unique game of strategy and skill?

Match up the 2 patterns of stones on the screen - special combinations give bonuses and secret levels. Succeed within the time limit and gorgeous girls will lead you to the next tantalising level.

If Kiki isn't temptation enough, then 400 levels of stunning graphics, sound and speech, and gameplay so addictive that you will have to be dragged screaming from the screen, surely is.

Available on Amiga (24.99), Atari ST (24.99), PC (24.99), and C64 (19.99) cases, 14.99 (share).

To order this product or for further information please contact Digital Marketing International Limited, Unit 5, Pyle 14, Howlands Drive, Colindale, Berkshire SL0 0DR. Telephone: 0753 686800 Fax: 0753 680043

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## ON THE TAPE

What do you get if you shove a mouse and some cheese into a liquidizer? Mouseronic cheese! Err, very poo-er indeed. Why do you bother?

## THE CONTENTS

**Side A:** **Football Manager** – remember this?

**Side B:** **Gold Train** – a totally original arcade game  
**Tank Battlezone** – er, an arcade game

There are plenty of options, all obviously named in the game. They are easy to access so the play is very straightforward. I think the best advice I can give on this is to just load it and try playing!

A

## FOOTBALL MANAGER

**Programmer:** Kevin Tones  
**Type:** Strategy game  
**Controls:** Keyboard

If you don't remember this game or have never played it before, then here's a few brief instructions.

The idea is to take your football team from the bottom of division four to the top of division one, winning the FA cup as many times as possible on the way. Sounds easy?

You can buy and sell players, you have a limited budget so don't over spend and remember you have to pay them as well.



B

## GOLDTRAIN

**Programmer:** David Shepherd and Dominic Taylor  
with just a twinky bit of help from Richard Taylor.  
**Type:** Arcade game  
**Controls:** Joystick only

This year is er, 1940ish I suppose, and the Californian gold rush is at its peak. Tremendous amounts of gold are being transported across America to major cities and ports.

With all this gold moving around, there's bound to be a few bandits waiting to pounce and strike it rich by robbing one of the Gold Trains. That's what the US



the train is scorching. If you successfully reach your destination town (Chicago) then you could become very rich indeed...

## HOW TO PLAY

**You control the homeman with the joystick.** Controls are: **right** so fast move in normal directions, **fire** and **back** to jump, **fire** and **forward** diagonally to shoot and **fire** and **left** or **right** to jump left or right.

**Forward and back** with no **fire** will accelerate and slow the home.

**Best idea** is to build up full speed, and run ahead of the train.

If you reach a station (for energy re-charge and pick up extra gold) before the train, don't worry. It will pull up in it's own time. It's never really that far behind you.





## TANK BATTLEZONE

There was a slight problem with the duplication as, here it is in all it's full hi-tech glory! Hummel

**Programmer:** Andrew Boxall  
**Type:** Complete game - arcade action

**Controls:** Joystick in part 1 and part 2 for two player game.

It was decided, one day during World War II, that a special crack squad should be sent behind enemy lines to try and take out a rather large munitions factory. A squad was assembled which consisted of a tank and helicopter, it was named the "battlezone" squad.

They had to travel across a large, heavily-defended land, but it was hoped (due to the smallness of the squadron), that they could pass un-noticed.

If they had to destroy

defences,

then they could work well together - being on ground and in the air.

This seemed like an impossible task, and if they ever made it back they would be hailed as heroes.

It is a dangerous mission and once again, it's up to you.

### HOW TO PLAY

Two players can play simultaneously, one controlling the tank and the other the helicopter. A joystick in each part is needed, although one player can play with joystick in either part.

The idea is simple, shoot all the defences and try to make as much progress as possible.

The tank can only drive on the roads, but the helicopter



can fly anywhere. The screen scrolls up only, so be careful in the tank that you don't run out of road if turning a double

left or right corner.

The action can get pretty hot. Keep cool and work together!



## TAPE RETURNS

If you've got a problem with this issue's YC tape, send it to:

YC Tape 21 Returns,  
Stanley Precision Data Systems,  
Unit F, Cavendish Courtyard,  
Salford Road,  
Weldon North Industrial Estate,  
Coley, Hartham, NN17 1JL.

(But make sure you've checked your Datacorder with some other games and tried adjusting your tape heads before you send any 'dodgy' tapes back. Thank you.)

# "LAND OF MAY"

## THE RETURN OF VIRTUAL REALITY

Still wearing his YC 'out-out-and-keep' Virtual Reality headset, Jeff Dery stumbled down to London's Rock Garden and Trocadero to lose himself in some more virtual worlds.

**L**ast time, we saw Virtual Reality (and, please, can we just call it 'VR' from now on, please?) it was

sorts peer into an enclosure full of journalists and other degenerates. The centrepieces are two



is the massive surroundings of Virtuality Conference Centre - which was full of Press people, the rest of the world, and their dog. W Industries were showing off their sit-down VR arcade machines which offered Y-TOL, a barrier aim, and Earthspheres, a space action game.

It's all a bit more intimate this time - outside the Rock Garden, a restaurant and famous gig venue in London's Covent Garden. Tourists and other curious



podiums. Both have a person on them, a person with a VR headset. Each is clutching a joystick, on the end of a shower-pipe-style metal cable which leads to a small waist-pack, and is moving their head around in a very strange fashion indeed, as if watching a troupe of performing, slow-motion, high-jumping rabbits.

Next to each podium (which are a good 12 feet away from each other) is a monitor, on



# TAKE BELIEVE"

which can be seen what the bad in the headset can see.

This turns out to be *Nightmare*, a new VR game (or "experience", as the Press Release would prefer me to call it) which involves neither planes nor spaceships but walking around and shooting things.

But there are no ordinary things to shoot. *Nightmare* has - apart from swarming, green, fire-breathing pseudocrocodiles who'll tear you to shreds if you let them get too close - the best kind of opponent of all. A real, live, human opponent. Those two podiums are linked and it's dead-to-the-death duel.

*Nightmare* takes place in a 3D (match) battle arena, made up of blocks, steps, platforms, life and columns, and which appears to be suspended in the middle of space - you can see the stars. As you move your head, so the view follows. If you press the top button on the joystick, you "walk" forward. The other button fires your grenade/rocket pistol.

The two players arrive in the arena simultaneously, and have two minutes (that's what you pay for) time not lives to find and kill each other as many times as possible.

It's pretty good too. The fact that there's a human opponent makes it even better.

It'll open to the public at the Peak Gardens from now on, too.

The action moves to the Trocadero, down the road at

Piccadilly Circus.

In the midst of the Troc's tourist-trapery lies the Fun Land arcade, which was one of the first places to install the original V-BOX and Battlesphere VR units. Now they've got a new attraction: Total Destruction.

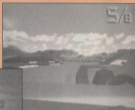
What! This may sound like it involves smashing the



whole place up, before the security guards drag you away, kicking and screaming. It's actually a stock-car racing game.

Those sit-down units are back. This time with a hinged front that clicks down over your legs, two pedals (accelerator and brake), a two-position gear stick (forward and reverse) and a steering wheel, as well as the ever-present headset.

Four units (ranged two opposite each other) are linked together in this 3D race game, which is more in the style of *Hard Drivin'* than,



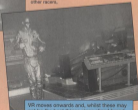
say, *Continental Circus* and its ilk.

The race starts and, well, you just have to race around (keeping on the track and guided by massive red and yellow flashing arrows) the track, trying not to incur too much damage and bumping into other racers.

What everyone else does the same and piles into you.

It has a very loud soundtrack to go with it, in which a voice that sounds just like Steve Martin shouts "To-bassst! Destructionville!" throughout.

The game lasts until someone wins, not until you finish and costs two quid per race. A bit, er, pricey, really. But fun.



VR moves onwards and, whilst there may not be the best things since sliced bread, they are still a good taste of the future. What ever could be next?

Watch this space...

# Quickjoy

Joysticks

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# OOZIN' EUGENE'S SCUM OF THE EARTH



Eugene yawned lazily, stretched and sat up in bed. He stood, took one pace, trod on a paper package containing cold chips, gravy and a rather large pickled onion and proceeded to skid across the room.

His movement was soon halted by a large bag containing hundreds of letters from excited readers explaining their latest strategic pokes and key depressions to enhance game play on a rather good computer.

"Oh God," he said, "I've got bloody loads of work to do."

Yes Eugene, you have. You'd better get on with it now!

More splendid cash prizes go out this month, a rather large chunk of which finds its way into the wallet of a Mr. B.J. Clarke in Essex. He has sent in a rather superb map and pokes for YC's excellent cover game, *Misadventure Lane*.

Thanks B, or can I call you BJ? I'd glad to coming your way very soon!

The pokes to go with this are: **POKE 46025,165** for infinite lives.

**POKE 46725,x** for extra keys, rings and diamonds. X is for how many of each you requires.

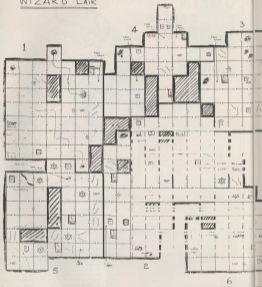
You need plenty!

For a complete cheat, type **(POKE) 48741,15** for all the pieces of the lion.

To start the game again, type: **075 46000**

Unfortunately, when you reset the game (which you will have to do to enter the pokes in the first place), some data corrupts and renders some of the rooms inaccessible. This should not happen if you are using a cartridge such as Action Replay or the Expert, but will if you just normally reset your computer.

## WIZARD' LAIR



Now for some Speedball II tips from our very own office banana picker, Richard Taylor.

When you head up the field after the game first starts (or after a goal has been scored), run straight towards the ball and just before you reach it, pull the joystick up and right and

keep pressing fire. If it works, the ball should hit the electrifier and bounce back into the goal passing straight through the keeper. It may need to be hit again, but your wizard should be right next to the ball anyway. It takes a bit of practice, but when you have mastered it, it means you can score goals very quickly (five seconds,

usually).

Another piece of advice is to forget going for score enhancers (the twinky bits on the side) and just try to keep the opponents away from them. They always go for them and seem to end up getting both even if you're trying to get them yourself!

It is also worth saving your money for a bit and

buying star players.

Also, if the opponents' keeper appears to have "died" in the corner, run up and take the ball straight off him. He shouldn't put up a fight.

Thank you very much, Richard. 50 quad is on it's way! Or maybe we'll just pay you your normal wage.

Mr. B. J. Clark's  
other superb map of  
Wu's Lair



- 1 — CAME
- 2 — HALL
- 3 — CRYST
- 4 — TOWER
- 5 — WALL
- 6 — LAIR
- 7 — LAIR



## PANG

On this game, press pause twice in quick succession while moving on to the next level. If it has worked, you should be rewarded with infinite lives. Couldn't be easier!

A couple of gems from Robert Atkin in Mid-Manning.

On *Solo*, if you pause the game and then press the Commodore key followed by G and the Commodore key again, you should be given unlimited people and helicopters.

A cartridge poke for *Skull and Crossbones*, type POKE 20475,165 for infinite lives and energy.

Cheers Robert, fear coming your way (hey hey hey)

According to Greg Douglas from Steinhousen in Scotland, if you press G during play in *Fast Drive II*, you will skip to the next level. Well I never.

Mr A.N. Oymous from Northamptonshire (according to the postmark, and they don't mess around) sends the following tip:

### Number

On the high score table enter your name as KYLE, with a space before the K and you can now select any mission.

### Creatures

Once the game has loaded, wait for the title music to end

and the Clarks to stop dancing. Put the joystick in port one and wobble it like crazy. The Chyones should now do an odd sort of frantic dance and eventually turn grey. Once this happens, put the joystick back in port two and start the game with infinite lives.

### Greenline 2

On the high score table enter your name as SERRATA for infinite lives.

### Cu's Elephant Antics

Try POKE 18428,181 for lives on port one and POKE 18871,188 for the same on port two. Type SYS 6144 to restart the game.

A poke or two from Andrew Prosser in West Lothian, Scotland.

### Red Heat

Load the game and reset it.

### Now type

POKE 218,165 (return)

POKE 255,165 (return)

and

SYS 28176 also followed by return.

The game should now start with infinite lives and energy.

### Also a tip for

### Batman The Movie.

Get to level 2, 3 or 4 for die. Ignore the restart message and press play.

Level 5 should load with infinite lives.

Carl This is becoming very common amongst Ocean games.

Try it on all Ocean multi load tape games, it may well work.

Cheers, A.M. it looks like I'll be spending your money down the pub tonight Ha Ha

How for a juicy little selection of tips and pokes from Brendan Randall in South Africa. He also gets ten spotdicks for these tips!

### Eliminator

The passwords are:

Level 1 — AGONIC

Level 2 — BLONDE

Level 4 — CLICHE

Level 5 — DAPPLE

Level 6 — EOBLE

Level 7 — FEMALE

Level 8 — GORUN

### Savege

The passwords are:

Level 1 — SABBATA

Level 2 — POPSONE

### Sim City

When your funds get low simply press F1

Now for some POKES that will require a cartridge to enter

### Dynamoid

POKE 28871,165 for (you got it) lives!

### Dominator

POKE 2310,234 for lives

### Starfield

POKE 28210,173

POKE 28389,173 for something different

### Grygor

POKE 13478,189 for infinite lives

### Lead Storm

POKE 7556,165 for lives

### Predator

POKE 5675,165

### Renegade

POKE 36217,173 for lives

### Techton

POKE 4221,173 for lives

### Splitting Image

POKE 2014,173

POKE 2548,173 and

SYS 2816 to restart

### Storefront

POKE 23848,173 for lives

Thanks, Brendan.

## WINGERS CORNER

Lots of people wing it all the time. Why? Various reasons... some people do it out of boredom and some have genuine reason. Some people are not happy with their lives and some do it through greed. In this column however, people are not happy with the way they play their computer games and need some help to improve their play. Heavy problems, huh?

If you feel the same way about a certain game, send a letter to "WINGERS CORNER" at the normal YC address. If you can help these people, send advice to the same place.

Mark Goodley of Newcastle requires some assistance on Skull and Crossbones and would really appreciate a cheat mode and a poke to remove the "all enemies must die to advance to the next level" feature. What a good feature that is.

Ernie Gopeman, your Frosty help is finally on it's way! A poke to remove various nasties (including the famous "stuck bit") will appear in next issue. Sorry about the delay, but Richard Taylor around the final several times to make him do it, but unfortunately we lost him so hard he's having to spend a few weeks in hospital.

Bill Schultz needs help on the all-time hit classic, RED L.I.D. A poke for unlimited lives would really go down a treat.

Remember Confusion? Well Barnaby Tanker in Norwich needs a cheat badly. Well Barnaby, if remember rightly, type LGAD =, I,5 when loading the cassette version to make every second level accessible.

Tommy Boner, who lives in Cheadle Hulme, needs some help with International Soccer. OK Tommy, when you start the game, run in the direction you are facing and kick the ball into the back of the first net you see. This should give you an advantage over your opponent. Keep doing this until the final whistle blows. (That's enough joking about, Ed.)

Can you poke? Well what are you waiting for! Hack away at the latest and requested games and sort out some serious cheats! Major prizes await those with the best and most original pokes. Come on you hacking creeps, get to it!

A reminder that POKÉ entry information was given in the July issue of YC. Please refer to this for instructions.

A certain Rls from Northampton sends the following tips:

### New Zealand Story

If you have a tape version of this game, then when you die on level 1-4, leave the tape running and the next level will load. If you have the standard Commodore tape deck, then if you wind the tape to 153, level 3 will load. Also try 139 for levels, 187 for levels, and 175 for levels.

### Hi-Type

POKÉ 12952,173 for infinite lives and POKÉ 12703,36 for no sprite collisions. Type EPS 2088 to restart.

### Breakthru

POKÉ 5847,3 for infinite lives and EPS 2088 to start again.

### Chess IQ

While playing the game, hold down the fire button and type CROWLER. From now on, pressing T will reset your time.

### Seren

Cartridge poke only. POKÉ 78408,173 for unlimited lives.

### Skirmish

Another Cartridge only poke. Try POKÉ 32703,173 and POKÉ 44344,168 for a cheat mode.

Thanks, Rls. You get 10 pounds for that.

## SOME ADVICE ON CHEATING ON GAMES

If you own a utility cartridge (i.e. Action Replay, Expert, Prodi, etc) that possesses a machine-code monitor, then you are able to cheat on most games. Here is some advice on removing enemy collisions.

Some games use the standard hardware 'spots to spots' detection. To remove this, first enter the monitor as explained in the cartridge manual.

After that, type:  
H 0000 FF7F 1E DO

This searches the memory for references to sprite collisions. If any numbers are printed after pressing return, i.e. 10FE or what ever, then type:

D 10FE

Always use one byte previous to the printed number. When it lists, press run stop. If it reads LDA \$000E, or LDA or even LDA, then you are on the right track. Now change this to read: LDA \$0000 followed by NOP.

Enter this by moving the cursor up to the statement in question and typing over it. Press return after each entry.

Now return to the game as specified by the cartridge instructions. If it has worked, sprite collisions should now be removed.

If you want to change it to background collisions, then change the 0E to 1F.

The sprite/sprite collisions should work on games such as Mario Miner, Frosty the Snowman, and loads of others.

The Sprite/background collisions should work on Armalyte, Fortress, Dig Diver and again on loads of other games. Try it and find out which ones work.

A cheat for the old Interceptor game, **Aquasaur**. When playing the game, hold down the Commodore key, shift and the pound sign.

Keep doing this until your sub-disappears, and you can now travel anywhere.

On the subject of Interceptor games, on Triforce 8000 press the back arrow and type M88. The cheat mode will now be operational.

That's all for this month folks! If anyone has any tips, pokes, notes or any kind of help on any bit games, then send it to:

GORDY BUDGE'S SCUM OF THE EARTH,  
YC, 20 Potters Lane,  
Kilm Park, Milton Keynes,  
MK9 1L 2JF

There will be crispy notes given to anyone who we think have really gone out of their way to provide wholesome and crunchy tips.





# CHEAPSTERS FOR YOUR LOVE

Code Masters are no longer just boy whizzkide. The company has transformed, while no-one suspected, into the most successful software house in Britain. **Jeff Davy** (clutching his legendary YC cardboard camera) ventured deep into the English countryside to meet the Darling posse.

**"W**e're on the verge of being the biggest thing around here," laughs Code Masters' PR supremo Mike Clark, as we speed down small Wiltshire lanes in his rather powerful sports car, "who else has 88 score? We must be the biggest software company in Britain!"

That's slightly misleading, and he knows it, but when we glide up the gravel drive of the Coders' HQ it's easy to

believe he could be right. A basic farmhouse, surrounded by beavering builders, now has a mass of extensions added to it. The ultra-new complex is a far cry from the huddle of portakabins stashed around the rear that made do as offices last time YC paid a visit.

Out the back, there's a lake - in it is a boat made by Richard Darling and a friend. Mike insisted on rowing me around in it. "It won't sink" promises Mike, as he swings

the craft from side to side and snags the car on branches and raddles.

To one side of the farmhouse is a wall, a massive beam lies behind, from which there are occasional moaning sounds. Says Mike, as another 'mo' fills the air, "They're involved in breeding cows. I'll leave the rest to your imagination. We do get some awfully strange noises coming over".

Inside, the offices are a hive of activity. Over 30 people are on the payroll: accountants, people, programmers, executives... the latter are stashed on the new 'executive floor' (well, an upstairs bit, anyhow) where Mike and the Darlings have their offices.

Code Masters now sell more games than any other software house in Britain. For what it's worth, they have over 25% of the market according to Gallup, whose business it is to know these things. Their next rival isn't even close. "We rate the 5-bit race," says Mike, before joking: "We're so good at the software industry, the challenge is diminishing week by week".

"Don't jinx that!" he adds, suddenly seeing the scribble his every word into my notepad.

The Code Masters/Darling story is one of a meteoric rise. David and Richard Darling were young, talented, programmers who... but don't



have me explain. Have it in Richard Darling's own words:

"Around 1982, David and I were about 13, him being 16 months older than me, and our parents lived in Canada. I think they wanted to make sure, although they weren't with us, that we got nice presents. One Christmas a cheque arrived, so we went to London and bought a VIC-20 (the computer before the G94).

"They were launched in the US a year before Britain and before we left Canada, a friend of ours bought one and we spent a lot of time around it.

"I'd always like electronics and it seemed absolutely amazing to produce something with a soldering iron. With very little effort, you could make a machine do things.

"Once we bought the computer, we used to write games for it, 'cos there





were't any available. We started to place ads in Popular Computing Weekly (an old computer magazine),

under the name 'Galactic Software' and we offered the 'We 5-pack'. It did fairly well. "Towards the end on 1983

there was the LET Show (the show before September's annual CES at Earls Court) and we had a stand. We met up with several computer companies including Mastertronic (the first budget games company) and got contracts to produce games for the C64 for them.

"Pretty soon it became apparent that Mastertronic was going to go places. We

moved to London and formed AIP. We produced all the software they sold, in April 1984.

"It was very successful but it was heading in a different direction to us. We wanted to concentrate on producing original software, so we settled up with them and started our own company.

"We took nice screenshots, getting the games

### *The Strangest Thing That Ever Happened to BIG ALAN'S BARBING...*

"When I was in Taipei (in Taiwan), where we were having some cartridges manufactured, we went out to a long street with market stalls. It was only six feet wide. There were shops that sell live snakes' blood as a beverage.

"The Chinese seem to think that drinking the blood of snakes is very medicinal.

"They have these live snakes hanging down and they slit their throat, tip them up, get a jar, and pour the blood into it.

"The specialty is one of the organs from the snake, a little grey thing, and they add this green stuff from inside this organ. People pay a lot of money for that."



### SPOT THE DIFFERENCE!

The Terminator is back! But which picture is which? One of these people is a future-went android with an Un-fishy and one is a PR person for Britain's biggest budget software house. Can you tell the difference, readers?



ready to launch. The philosophy was to release original games over all formats.

"In September 1988 we launched and it all went very well. We followed up with another batch of 12 games. The flagship was BMX Simulator which was the bestseller.

"David had the best-selling game the year before with The Last V8 so we were happy and busy producing these games on a small industrial estate in Banbury.

"Then things started to expand, like said very, very

boldly that we were going to be Number One inside a year. We got there within 12 months of launching and since then we've been able to hold it."

As I leave, with Mike, for the day I ask Richard why, as a teenager, he chose to program computers. "I didn't like skateboards," he laughs. "No," says Mike, with a mischievous grin, over the good PM question, "It was a position of future interest!"

Whichever, they're number one and they're riding high.



## THOSE NEW CODE MASTERS GAMES IN FULL...

Hidden away down some stairs is a room full of computers with the Codemasters' new games ready to run. Holding court is Paul Pearson, the 'anal' Development Manager (this means he takes it to the programmers and whips them when they're late).

There haven't been many Code Masters C&A releases, notably, I suggest. "We're trying to make basic games more, to attract the gameplay to them. High-gloss quality is what we want," says Paul and there's no sign of letting up his pressure. And don't think there are C&A releases planned with into the future...



dressed TV cops but, er, Code Masters' legal department wouldn't like to be involved with well-paid, sun-kissed American lawyers so we'll just pretend it's a coincidence, right?

The action takes place in a maze of urban streets, which even includes a raised train-line (although you can't give chase underneath it, like in French Connection), and your mission is to catch a criminal by, um, riding around like a mad person.

A simple idea, quite nicely executed, which should provide a good challenge.

## MEAN MACHINES

A 'Dipster'-style game, which is intended to be really fast. You drive your mean machine up the road, avoiding obstacles (like holes) and other cars, which try to smash you around and make you crash.

To make it a little more interesting, you can pick up various weapons to help you on your way and drop off behind your car to get other vehicles.



## SKY HIGH STUNTMAN

Hands up who likes vertically-scrolling shoot-'em-ups... Right, a good few of you, then. Well, this'll be to your taste.

You play (rather sensuously) a stuntman who must fly a balloon, biplane, jet and helicopter - all in the name of good, big-screen action.

It's nicely presented and, says Paul, "the music's really brilliant". But then he would say that, wouldn't he?



## SLIGHTLY MAGIC

This is a game in the Discs/puzzle/objects/tasks mould involving a trainee wizard called, yes, you've guessed it, Slightly Magic. By trundling around the wizard's creepy castle (full of bouncing mummies and ghouls), manipulating (there's a long word!) the objects you find along the way, you can complete the game and become a better wizard.

## MIAMI CHASE

Amiga-owners have already seen this one. It sounds distinctly like it ought to have something to do with well-

# BMX 2 CHAMPIONSHIP SIMULATOR YE GRANDE LET SKI

## 'ONE MORE THAN THREE' CODIES COMPO!!!

The lads were all sitting 'round t'other day and scratching their mop-tops! "We haven't run a big compo since... ooo... since the England comp!" said Pasty. "Oh no," said Jeffery. "we'll have to sort that out then!"

With one brief phone call and a bit of arm-twisting he got those incredibly wonderful fellows at Codemasters to give us some incredible prizes-to give away. Then he went off into the Warehouse and had a bit of a lie down, for he was surely gold-smacked at the generosity of the amazingly skill budget-games company!

**"WHAT DO I HAVE TO DO TO BE SO AMAZINGLY PRIVILEGED???"**

Firstly, you have to stand on your head for four minutes. Then, eat four soggy jam doughnuts without taking your lips!

And tell four different people on the street that they have a personal odour **TAM** problem. (You don't have to do this, but we'd wager you'd only live for four

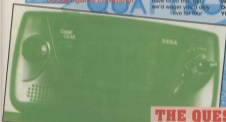
days in a coma if you did. Ha! Ha!)

Really, you have to examine the four following questions below and scribble the answers on a postcard or sealed envelope, then send it to:

**"I've Four-gotten What I'm Meant To Do" Compo, YC,**

**30 Potters Lane,  
Kiln Farm,  
Milton Keynes,  
MK11 3HF.**

It must arrive before the closing date of **October 4th 1991**, or it gets bolly well mopey in the bin, matey!!



### WHAT ARE WE GIVING AWAY THEN?

Thanks to those bill Codies we've got four Game Gears (the wonderful new hand-held console thingies) to give to four winners (can you see a trend starting here?).

Plus! Each of the four winners receives four different Codemasters Quattro packs (it's pretty obvious) - Cartoon Racers, Firepower, and Arcade.

Not only that but four turn-of-up get the Quattro packs too (that's right there's a rather clever trend involved here around the number four, isn't there? Ooo... We're so subtle sometimes!)

### THE QUESTIONS

Who are the odd ones out in these lists of four?

1. Yogi Bess, Roger Rabbit, Jerry Mouse, Bob Hoskins
2. Kenny Dalglish, Graham Souness, Bill Shankley, Bob Horness
3. Madonna, Kylie Minogue, Jason Donovan, Cathy Dennis
4. Nick Cotton, Pauline Fowler, Harold Bishop, Frank Butcher

# HOW DOES ETERNAL SLAVERY SOUND?

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Screen shot from IBM PC Version.



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# POST APOCALYPSE

Who's the man with the biggest bag,  
Of mail, that is, in this commie  
mag?

And who's the guy who wears  
tiny hats,  
And uses forks to skewer cats?  
What's the name of this lethal  
bloke,  
Who laughs at earthquakes  
and kills old folk,  
Who squirts acid at mice with a  
rusty needle,  
And has a worse sense of  
humour than Jeremy  
Beadle?

It's... POST APOCALYPSE!!!

If you wish to converse with  
the fellow who would rather  
shove a he-uge baseball bat up  
your bottom than read your  
letters, write to: **Post  
Apocalypse, YC, 20 Potters  
Lane, Kiln Farm, Milton  
Keynes, MK11 3HF.** And if  
you don't, we'll send him  
'round to your house when the  
vicar is there and ask him to  
make rude farting noises  
during tea!

Whatcha mates,  
how's you all doing?  
Not as badly as one-  
eyed Pete I bet, who's  
just lost his one eye!

Do you know how  
he lost it? I poked it  
out with a stick, ho,  
ho! That'll teach him  
to call my hairstyle  
"nice..."

Oh, by the way, I've

lent parts of my  
column (the first  
person to say co-er,  
gets a jolly hard  
kicking in the private  
place - just 'round the  
back of the secret  
tree) to a few of my  
sorting-office chums,  
and that means you  
can have a few more  
of your letters, humah!



OOO...  
WHAT A  
LONG ONE!!!

4. Have you got a copy of *Shadow of the Great* around that no-one wants?

**Wolfgang I. Luchterhandt**

Q. I tried ringing Commodore to ask about the CIB and this is what I got?

4. **Yes!**  
5. It depends what you want? With a somewhat more

As for a Bury Gates poster, it'd be a bit out of the question really. Mainly because if we did that, we'd also have to print a poster of Hil or Jeff in the margin, so that we're not deemed sexist, and that'd be a thought for too hilarious to contemplate, no?

4. In the game Escape, how do you get the gun? Where is the key? And the

Ph: You've got three options on what you can do: a) Get your mum and dad to pay for a subscription to YG, so that you get it sent directly to you every month (a couple of months before it comes out in the Aussie shops) for payment for weeking your printout b) Run away from boarding school... and hide in bushes for the rest of your life, only coming out to beg for money and buy your YG in the local paper shop! Or c) Get new parents! I'll seriously advise friends 'a' as the best option!





# Speedball II

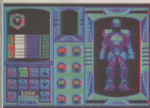
Dr W.P. Lighthouse (who looks suspiciously like Richard Taylor) wearing his James Dean stick-on sideburns, takes a look at the further fixtures of the future's fave sport.

These kind of games aren't really my thing, so I wasn't looking forward to reviewing this. I find the whole concept really boring, and Amiga Spendast 1, I found really tedious.

Well is it then that this game has kept me up until the small hours, with three

days solid of playing and the use of physical force to remove my brother from it? My opinions of it have changed very dramatically.

This is an incredibly addictive game. I found the one player option much more challenging, as opposed to a two player simultaneous



game.

The idea is simple enough. You take control of a team of, to say the least, rough looking people in an attempt to work your way up through two divisions of Speedball League.

You can alter an individual's strength and play-power through a series of statistics including throw power, stamina, speed etc. These can be bought only, as with your limited cash you must spread your spending evenly as possible across the individual stats.

There is an option to modify these as group statistics, as a whole team. Other players can be bought, but these are quite expensive and you need to save for a while to afford them.

Once you have initially modified your team, then you

can start play. You take control of Brutal Deluxe, a poor and fairly weak team at the bottom of the second division. You must play other teams, such as the notorious Steel Fury and Cannibals and the very good or Revolvers.

When the play begins, you are the red team. It is set out in similar fashion to Kick Off, with a vertically scrolling screen with goals at either end. The player under your control is the one with a semi circle over his head. Once play starts, time for violence!

A good idea is to pass the ball as much as possible and try to punch out the opponents players! There are bonus 'fairly bits' on the side of the play area, which if activated will double your score when a goal is scored.

There are also plenty of bonus stat items lying around the play field and coins which



# MANCHESTER UNITED EUROPE

Manchester United Europe, takes this world famous club into the European arena of club knockout competitions, which includes the European Cup, European Cup Winners Cup, UEFA Cup, European Super Cup and the World Club Championship held each year in Japan.

Game features! 4 player option (using 4 player joystick adapter Amiga & Atari ST), full goalkeeper control (Amiga & Atari ST), new control method in incorporating one touch football and aftertouch, substitutions (animated 1 Meg Amiga), players number on shirt (Amiga & Atari ST), name of player on the ball, full screen (Amiga), yellow and red cards, sending off, action replays (1 Meg Amiga), player statistics in competition, 7 saved game options (Amiga & Atari ST), 170 club badges of the major European teams (Amiga & Atari ST), penalty shoot outs in cup competitions, arcade only option, management only option or full simulation option.



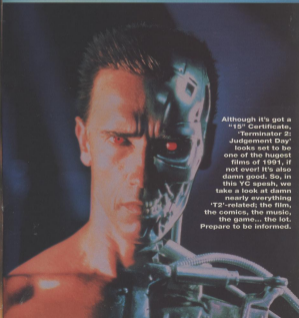
Krisalis Software Ltd, Troque House, Masons Yard,  
Dover Road, Moorgate Rotherham, S60 2HD



# YC

# BIG THRILLS SPEESH

## TERMINATOR 2 JUDGMENT DAY



Although it's got a "15" Certificate, 'Terminator 2: Judgement Day' looks set to be one of the biggest films of 1991, if not ever! It's also damn good. So, in this YC spesh, we take a look at damn nearly everything 'T2'-related; the film, the comics, the music, the game... the lot. Prepare to be informed.

# "HASTA LA VISTA, BABY"

"The future is not set. There is no fate but what we make for ourselves."

— John Connor

"I'll be back" said Arnold Schwarzenegger in the 1984 smash hit science fiction movie *THE TERMINATOR* (and almost every other Arnie film since). Well, it's taken seven years, but he's back, all right — with a vengeance.

Even before the movie's July 3 US opening, the buzz surrounding the budget-busting sequel, *TERMINATOR 2: Judgment Day*, had reached astonishing levels. And now, well over a month into the \$125-million movie's U.S. release, shockwaves are still being felt across the world as the latest stage of Arnie's world takeover has taken its.

The original *TERMINATOR* movie told the chilling story of a cyborg from the future (played by Arnie) sent back in time to kill the innocent and unsuspecting Sarah Connor (played by Linda Hamilton), later to star as an outcast of *Thelma & Louise* and the *Boyz n the City* before she could give birth to a son who would one day lead the human resistance against the deadly self-willed machines of the future.

The cyborg failed its mission.

Now, in *TERMINATOR 2: Judgment Day*, a new and deadlier cyborg, the T-1000 (played with expressionless charm by Robert Patrick), has been sent back to strike at Sarah's son, John Connor (portrayed here by Edward Furlong, while he is still a child). This time, however, Sarah (Hamilton again) and John don't face the terrifying and relentless

machine alone — to protect the young boy, the human resistance has sent another Terminator from the future, a T-800 model (Schwarzenegger) programmed to be an implacable in its defense of John as its cyborg foe is in its pursuit of him.

First Sarah must be "uprooted" from the mental hospital where she has spent the years since the first Terminator's attack, and meanwhile there's World War Three (the "Judgment Day" of the subtitle) to be averted....

Director James Cameron (who directed the original *TERMINATOR* as well as *ALIENS* and *THE ABBOTT*) says that the decision to make a sequel to *THE TERMINATOR* was not arrived at alone.

"Arnold was always a very strong force in trying to get the sequel made," he says. "I realized that *THE TERMINATOR* was the one film I'd done that was closest to my heart and that I'd really enjoyed making just for the sheer fun of it. Kind of liberating. So with *TERMINATOR 2* I've come full circle."

The main man, Schwarzenegger himself, had named down *PREDATOR 2* to replace Cameron for TOL, agrees. "Everything about the first *TERMINATOR* loan itself to a sequel," he says. "Right after we wrapped the first one I told Jim that we needed to continue this story."

Since audiences of the first film identified more with Arnie's death-dealing





quips that Linda Hamilton's putative heroine, it was important to Schwarzenegger that, for the sequel, he'd play the hero.

"In the first film," he says, "everything I did, they just mirrored and loved it, you know, like I was the hero."

So, Cameron and co-screenwriter William Wisher had come up with a satisfactory script, and *TERMINATOR 2* was underway.

The road back to the screen was no easy ride, however. The sequel's producers, Cannon, had to "buy off" the owners of the *TERMINATOR* rights: Homebox Film and Gale Ann Hurd, Cameron's ex-wife, for less than Arnie's \$15 million; the director (\$5 million) and returning co-star Linda

Hamilton (\$1 million) and get a script together (another \$1 million or so). Before Cameron had shot a single inch of film, Cannon had spent nearly \$10 million.

It was small wonder that *TERMINATOR 2*, Judgment Day would go on to become, at close to \$125 million, the most expensive movie of all time. And, while this may be good news for genre fans eager to see exciting new products every summer, it's bad news for 99.9% of film makers, the ones who want studios to spend only a few million dollars on their movies.

Before *TERMINATOR 2*, Judgment Day's unknowned US opening, one Hollywood analyst said, "A scenario worse than [if *T2* is] a major flop — which we're all sure

before — would be if [it] is a success. This would prompt people to think, 'Gee, it's OK to work with massive budgets.' It would be hellfire for everybody if *T2* lands badly."

Hellfire for everybody except Cannon, whose early success — crowned by *RAMBO: FIRST BLOOD PART II* — has soared, with expensive failures such as *ALI AMERICA* and *MURDER BOO*. They have, in fact, spent about \$300m over income since 1980, and their debts kept from \$1.2m to more than \$200m before *T2* opened.

But however much money they spend on the film (and believe me, every dollar is on the screen), the price of admission stays the same, and therefore *T2* has to be

one of the best value-for-money pictures of all time — right up there with *STAR WARS*, *THE WARRIOR* and *THE ADVENTURE*.

It's a long film (a good bit over two hours), and the special effects ("just at the edge of what's possible" according to Cameron) in the movie's many set-pieces are genuinely unprecedented.

It's a chase movie, almost a remake of *THE TERMINATOR*, with a generous helping of *ALIENS* (particularly in the development of Sarah Connor as a kind of Ripley-clone), and the finale's *ALIENS* reminiscent sets.

But the way it's pulling in money all over the world (\$115 million in three weeks in the U.S. alone), it's quite likely to end up the highest-grossing movie of all time. And if that's bad news for low-budget film-makers, it's good news for genre lovers like you and me.

But although it's as violent a movie as Arnie ever made (and come to expect, it has a real '80s conscience — as Cannon puts it, "This film says, 'You like that action? You like that violence? This person pays the price.'") — and that's as good a reason I have for pushing back the cinematic mortgage.

WORDS: Dave Karger

YC



POSTER





# TERMINATOR 2 FILM REVIEW



**T**en years later and Arnie's back. But this time he's not on a killing mission. He's a Terminator cyborg reprogrammed and sent back to the 20th Century to protect John Connor, son of Sarah Connor, the Terminator's quarry in the original film.

In the future, John Connor becomes the resistance's leader. Harsh as light against the machine-might of Skynet, a military defense project built in the late 1980's by humans that went terribly wrong. Skynet had, y'know, triggered a huge nuclear war ("Judgment Day") in the late 1990's which decimated the human population.

To get back to the early 80's, another Terminator has been sent to eliminate John. And this isn't the metal-and-oil of Arnie, but a revolutionary new make of Terminator (T-1000), made of liquid metal. Every time something happens to it, it just re-forms. And not just in one shape in any stage: it looks like.

It can imitate people it has come into contact with, tools, knives - quite a few rather nasty things, as it goes. It's even more unappetizing than Arnie. Problem, huh?

Once the T-1000 (Arnie) has found John, the film becomes an eternal chase, as the T-1000 (in the form of a mean-looking cop) comes after them, and, later, there are Sarah Connor, who boy and cyborg spring from a mental asylum. It seems that no matter how much ammunition (and, believe me, he gets through a lot) is fired at the T-1000 he just keeps coming...

The whole movie is an excellently-timed, nicely-synchronized, real-action extravaganza, with a wealth of special effects including the cooling, object-forming, liquid-metal body of the T-1000 and the mass of explosions, crashes... it's just great.

It keeps you going right up until the finale, with its mixture of suspense and humor (the Arnie learning Spanish street-slang, such as "Hasta la vista, baby" and the immortal "No problem", which surely threatens to replace the immortal "I'll be back" at longlast).

Quite simply the best film this year.

REVIEW: Jeff Day



# TERMINATOR 2 THE GAME

**W**ith another massive film absorbing its way to cinema screens everywhere, it's obviously far more at the Page 6 Cathartist got to be "seen the first/second the book/were the last/second the song... now play the game" time.

And so it is, with Ocean's cartridge-based (although it will be out on tape and disk too) "game of the T2 film", which takes sequence-slices from the movie and turns them into chunks of game action.

Anyone who hasn't seen

placed film and some frankly loadbearing. At this stage the T-1000 is fairly easy to knock out.

Then it's onto the chase, well, one of many, anyway! Arnie, having escaped John from a small racing bike onto the back of his Harley Davidson motorbike (yeah), is being chased down a large concrete storm drain by the T-1000, who just happens to be driving a rather large truck.

The only way to get out alive is to jump over numerous puddles using



the film yet should think carefully before reading on, the game follows the plot and if you don't want to know what happens... But, hell, you probably all know already (and if you don't, read the film review) so let's crack on.

The first chunk comes as a fight, between Arnie and the T-1000, in the carter of the unremembered episode where John Connor has been found. As Arnie, you must parry your opponent with well-

range, provided and not to crash into foliage or other obstacles. Every time you do something wrong, you take a knock back. One knock too many and you get splatted on the front of the following truck.

If you escape that, it's operation time! Arnie's (Robert Patrick) needs some attention, a bit of an operation, as it goes.

This takes the form of an involving puzzle game in which you get a view of



# TERMINATOR 2 COMICS

## THE TERMINATOR: SECONDARY OBJECTIVES

#1 (of 4)  
Dark Horse

Wow! What a tight coupling corner of blood, guts, metal and bullets. What we don't get in *Secondary Objectives* part one - the sequel to *Tempest* - is a moment's break from the action that so *Terminator* could live without the fact that one of the credits from *Tempest* have survived and are essentially left get to watch in on his furious rampage through the cops of L.A.

Its best features are definitely the pace and the artwork, but this is quite honestly the best of all the *Terminator* comics now being released/re-released.

OOOOO

## THE TERMINATOR: ONE SHOT

Dark Horse

This thin graphic novel has far more content to *Terminator* - the movie, mainly because it deals with a *Terminator* that appeared in America at the same time as *Arnie*, only this one went after the wrong Sarah Connor, and is a female model of the androids.

The comic itself has those redeeming features: firstly, it's drawn by Matt Wagner, one of the best do-it-yourself artists and "gay-friendly" artists currently working in comics; he's just drawn the soon-to-be-released *Batman vs. Gravel* for DC; secondly, it has more action than the *Arnie* flick itself; and thirdly, it has the most innovative 3D pop-out section ever seen in this medium.

That's about it, it's not as good as *Tempest*, but so *Terminator* (a *Terminator* fan) can do without it.

OOO

## THE TERMINATOR: TEMPEST

Dark Horse

This is a collection of the first series of *Dark Horse* officially-sanctioned comics that do not rely on a movie



adaptation or any other such pile of unholy crap.

It's totally based on the "idea" behind the original *Terminator* film and does not dwell on that movie plot as such. Instead it sends these "new" Terminators to modern day America to actually enact as bodyguards to a scientist who is to perfect Artificial Intelligence, and therefore input the necessary spark into creating "The Machine".

Similarly, a bunch of human combat troops from the future have come back to kill the scientist and prevent The Machine from ever coming to pass, almost as if it's a complete wrap on the plot of the first cinematic episode.

The artwork is outstanding, the storyline (across four parts) moves at a pace that, although, at times, leaves certain major questions unanswered, and a few errors in continuity (why has one of the Terminators got his face covered in bandages in one frame, and only half-covered in others?), but these are just rather petty niggles, and I'd prefer to stick to saying that if you were even slightly turned-on by the original, this'd get you a slice of action that under 15s will be totally missing.

OOOO

REVIEWS: PA Henderson

# TERMINATOR 2 MUSIC

(Guns 'n' Robots!)

Centennial pop, they keep getting into trouble! Los Angeles band Guns 'n' Roses are probably the latest people to have done the TS theme. Apart from the fact that their reimagined metal sound slots well into the film's leather, bikes and guns action atmosphere, they only released a single on a

recent label called 'Ud Suicide'. Maybe *Arnie* would be proud!

The band have had four Top 10 singles now. "You could be mine" (the TS theme) was just the latest in a string of hits since 1988. In that time there have been 3 LPs as well.

The new albums 'Use Your Illusion' 1 & 2 are planned for release

simultaneously in the next month or so. But the time between their first album and this hasn't been easy.

They've been accused of being racist, anti-gay, and a bad influence on young people. Lead singer Axl Rose was sacked from the band one evening, then he came back and sacked the other band members, then they all came back and sacked the drummer. *Arnie* couldn't get over the drugs the band had been taking whilst on tour.

Most recently, there was a riot at one of their US gigs that caused

\$200,000 worth of damage to their equipment and the venue. And they're over here at the end of August

WORDS: Jeff Davy



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# THE BALL GAME

The only person with enough balls to review this was Richard Taylor, so here he is! (Boooo ... that was a bit predictable! The Readers)

This sounds like a tedious version of break out. Doesn't it? Well, I'm glad to say it isn't and has absolutely nothing to do with it. What is it then? Football? Football? Footballs and crosses? That amazing Lunar Lander cartridge on the W6-207 (Doesn't it sound like it's all about putting balls on a 3-d play area.

"Ah ha!" I hear you cry, "I can see it already. You control a load who has to catch these computer opponents and deliver as much of the board with his balls (where) as possible. The winner is the player with the most points after everyone has teleported off the board." How the hell did you know? Played it before?

"Er, no. Just a lucky guess". I don't believe you. You've been peeping. "No, honest. What, are you paranoid or something? I know what you've been up to".

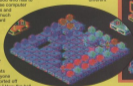
Oh my God! Who are you? Leave me alone! Arggh! Mental Help now!

"Calm down, you bloody schizophrenic nutter. Keep taking your serotonin pills. Arguing with yourself.

indeed."

Who said that? Er, whom was it?

Oh yes, this game. Well, to be quite honest, it bored the pants off me. I couldn't seem to derive any pleasure at all from playing it. It's idea is really boring and, as I didn't really like it at all. The graphics are fairly good, the board looks nice. I feel sorry for the guy that wrote it, he obviously tried something different



and, well it didn't really work. I liked the title screen also, and the music is really good. I just couldn't really get into the game.

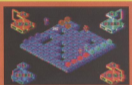
The idea is to cover as much of the board as possible with your coloured balls (oh dear) and also change the colour of the opponents to your own. You can teleport around the screen, if you feel it necessary and place your balls anywhere. Once the screen is full, the players will teleport off the

board and the winner is the one with the most points after that.

The graphics are OK, and the sound is good but I really recommend you play it first to decide whether its your thing or not.

Maybe as a budget game it would stand out more, but at the asking price it just doesn't really seem bothering with.

Sorry guys, we just didn't get on.



O How long do you think we can hold back from making a comment about inflatable (i.e., straining) wares? Oh no, we couldn't hold it - look at all these INFLATABLE BALLS!!!



CREDIT CARD	• The title music is	• The board looks OK, and the	• I just didn't	• Can't see anyone playing it for so long.
	• 4500000	• 4500000	• grab me by the, er, balls!	• 4500000
	• good, and the effects	• balls look good when inflating.	• by the, er, balls!	• 4500000
	• are OK.	• good when inflating.	• 4500000	• 4500000
	• 4500000	• 4500000	• 4500000	• 4500000

NAME: The Ball Game.  
SUPPLIER: Electronic Arts.  
PRICE: £15.99 Tape, £19.99 Disk.  
RELEASE DATE: Not now.

THREAT

30%

Better games with balls have been produced.

# EVERYONE'S A WINNER (BABY) III

Hi (Twinkle)! It's the YC Office Fairy back again to inform all you lucky, lucky YC readers who's won the compo in the past few issues.

If you're a lucky enough sod to have won a prize, don't call us for a month or so, 'cos we're so busy editing the magazine that we've barely got time to stuff compo prizes into envelopes.

So, without much further ado-ing, here are the winners for the compo run in YC's dynamic June issue (still available from our back issues department, only... [Smack] Ouch! Back Issues Ed)...

## "I've got inflatable balls" compo

This was your chance to win an inflatable American football. If you could answer a question about London's most successful American football team. The answer was 'The London Monarchs' and the lucky winners are: Justine Pritchard, Bournemouth; M.G. Coleman, London; Jason Firth, Aberfeldy; Shane McElroy, Co. Down; Andrew Cavanagh, Hull.

## "YC Goody Bag" (June)

The only thing you needed to do for this was to send in a postcard with the name of the prize you wanted to win on it. Then we drew it from a hat (Jeff's sister Catherine Polish Streetworker hat, as it goes) and...

**5 BEST OF INDIE TOP 30 CASSETTES:** Steven Taylor, Northwich; Matthew Tomlinson, Northwich; Mark Edwards, Milton Keynes; Shane McElroy, Co. Down; Robert Plaster, Birmingham.

**5 PARIS ANGELS CD'S:** Steven Taylor, Northwich; James Lichard, Solihull; Aaron Hilliard, Sloncy; Stanson; Shane McElroy, Co. Down; Deaf Miles, RAF Druggus.

**HUGE OUT-OUT BIFFA BACON:** Andrew Cavanagh, Hull.

**5 RAINY SEAS CARTRIDGES:** Sarah Slater, Ellesmere; Jim MacLennan, Millington; William Mason, Co. Down; Steve Mackman, Aylesbury; Robert Harvey, Harlow.

**5 NEW FAST AUTOMATIC EXPLOSIVE 12'S:** Brian Mason, London; Steven Taylor, Northwich; Martin Birch, Havant; Matthew

Archer, Gillingham; Mark Edwards, Milton Keynes.

**20 NAVY SEALS POSTERS:** Robert Rowe, Beckenham; Geoffrey Miles, RAF Druggus; James Lichard, Solihull; Steven Taylor, Northwich; Brian Mason, London; Michael Jones, Swadlowsea; Matthew Tomlinson, Northwich; Mark Edwards, Milton Keynes; Shane McElroy, Co. Down; R. G. Coleman, Southfields; David MacDonald, Peterborough; D.R. Steel, Brompton; Robert Plaster, Birmingham; Stephen Roberts, Dagenham; Kristofer Miller, Penistone; Andrew Sturges, Basingstoke; Simon Woodard, Stockport; Paul Garsley, Whitley; Richard Lewis, St Helens.

## "Gimme Gimme Gimme a copy of Turrican (After Midnight) Compo"

It was caption time here, and you needed to come up with a suitable caption for either one of the members of ace 88's band A-B-B-A or, er, the famous Pink Winners are in line for a Rainbow Arts goody bag and 10 runners-up get a copy of the original Turrican...

**5 WINNERS:** Alex Legg, Farnham - Horse: "Just look at those two, they've made a fortune out of selling their crap, I've produced piles of the stuff and they just gave it away!" Steven Dwyer, Glasgow - Women: "If he

doesn't get his YC mag, he's bound to be in a stupor, then he'll start writing songs worse than Super Trouper!" A.R. Onyiah, Waltham Cross - Horse: "Oh so! They're not going to sing again?" D.R. Steel, Brompton - Horse: "If only I'd made the horse the lead singer!" Debbie Webster, Harlow - Women: "This was must be the only thing that's worse than our singing!"

**10 RUNNERS-UP:** Nathan Ross, Solihull; Robert Drew, Andover; Barry O'Neill, Co. Monaghan; John Pope, Liverpool; Paul Dent, Co. Durham; Tim Gibson, Bristol; Robert Dempster, Co. Down; Mark Bost, Co. Kerry; P.J. Thompson, Bristol; Robert Harvey, Harlow; Peter Farrow, Hull.

## "Well, the bit in the lift was quite funny. I suppose" compo: (Tales from the Script)

There were Ghost videos and T-Shirts up for grabs to the people who could complete the caption "I think Demi Moore is far too good for Bruce Willis because..." in the most interesting and amusing manner. Strangely no-one took up Dave Hughes' suggestion to enter their answer on the back of a 10 pound note. How strange!

**D.R. Steel, Gillingham; R. Trayner, Northampton; M. Smith, London; K. Grabowski, London; M. Jones, Wales.**

# SOFTWARE



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SPY HUNTER & BIONIC COMMANDO

DISC £5.50

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Adventures in Time	£12.95	Dragon's Lair	£14.95
Adventures in Time 2	£12.95	Dragon's Lair II	£14.95
Adventures in Time 3	£12.95	Dragon's Lair III	£14.95
Adventures in Time 4	£12.95	Dragon's Lair IV	£14.95
Adventures in Time 5	£12.95	Dragon's Lair V	£14.95
Adventures in Time 6	£12.95	Dragon's Lair VI	£14.95
Adventures in Time 7	£12.95	Dragon's Lair VII	£14.95
Adventures in Time 8	£12.95	Dragon's Lair VIII	£14.95
Adventures in Time 9	£12.95	Dragon's Lair IX	£14.95
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Adventures in Time 12	£12.95	Dragon's Lair XII	£14.95
Adventures in Time 13	£12.95	Dragon's Lair XIII	£14.95
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Adventures in Time 15	£12.95	Dragon's Lair XV	£14.95
Adventures in Time 16	£12.95	Dragon's Lair XVI	£14.95
Adventures in Time 17	£12.95	Dragon's Lair XVII	£14.95
Adventures in Time 18	£12.95	Dragon's Lair XVIII	£14.95
Adventures in Time 19	£12.95	Dragon's Lair XIX	£14.95
Adventures in Time 20	£12.95	Dragon's Lair XX	£14.95
Adventures in Time 21	£12.95	Dragon's Lair XXI	£14.95
Adventures in Time 22	£12.95	Dragon's Lair XXII	£14.95
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Adventures in Time 25	£12.95	Dragon's Lair XXV	£14.95
Adventures in Time 26	£12.95	Dragon's Lair XXVI	£14.95
Adventures in Time 27	£12.95	Dragon's Lair XXVII	£14.95
Adventures in Time 28	£12.95	Dragon's Lair XXVIII	£14.95
Adventures in Time 29	£12.95	Dragon's Lair XXIX	£14.95
Adventures in Time 30	£12.95	Dragon's Lair XXX	£14.95

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Adventures in Time 3	£12.95	Dragon's Lair III	£14.95
Adventures in Time 4	£12.95	Dragon's Lair IV	£14.95
Adventures in Time 5	£12.95	Dragon's Lair V	£14.95
Adventures in Time 6	£12.95	Dragon's Lair VI	£14.95
Adventures in Time 7	£12.95	Dragon's Lair VII	£14.95
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Date **June 17 2001** **01 06 01**

# TEST DRIVE II

## The Collection

**Richard Taylor reviews the sequel to Test Drive. Is this the road to hell? - Choose your steed and go with speed....**

Aspiration comes hard when sitting in a dim bar listening to Steve Miller and the clicks and clanks of pool balls.

Noises of urban life and clocks going about their relentless business. JOH, settings right, now the review, please! (Ed.)



When the game has loaded, you are presented with a menu giving the option to change your car, opponent and setting. There are five disks in the package, four of which are dedicated to selection the above.

There are already a few cars on the master disk, and two other disks. These range from top-of-the-range sports



Maybe I should be taxi-cruising down the sea-front with the sounds of Metallica's 'Master of Puppets' blaring out of a 200 watt stereo. I'm sure that would help.

Unfortunately, I don't have access to a taxi car and I don't live near the sea. Instead, I will have to do with a sitting room, with a large table, a 64 and the

If the idea of fast cars appeals to you, then maybe you should look at this game and play your favourite loud music very loudly indeed.

Remember Test Drive? Well this, believe it or not, is the sequel. You may also remember that the first one had limited cars and only one landscape to drive through. This is where the follow up differs.



cars (Porsche, Porsche, etc.) to slightly slower 'all-terrain' cars including Trans Am, 1987 Pontiac GTOs and clapped out Corvairs. I was rather taken with the 1989 Dodge Charger Daytona, a muscle car. What a car!

There are also four literary slides, one of which is entitled 'California Challenge' which contains maps like Eureka to Rockport, Santa Barbara to Mexico and the like.

The other disk is 'European Challenge' on which you can race through Germany, Holland, France and Spain, and a few more.

Once you have decided which car is best and which track you'd like to burn, then you should be ready to go. Oh, you may like to save the clock or computer as well. (Another option.)

Without the game has actually started, you will realize it is pretty much exactly like the proposal in it's control and play. For anyone unfamiliar with this, an explanation.

The view you are given is that of inside the car. You are able to see the cockpit fully, with all dials, gauges, etc. This obviously changes from car to car, and it may be the only time in your life you can actually see what it's like to sit in an '88 Lamborghini Countach. [www.lamborghini.com](http://www.lamborghini.com)

The control varies also from car to car, it is very easy to lose control of a fast car going flat out. I preferred the handling of a muscle car.

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 395–402

the circuit, you choose another until you have tried them all. After that's that, who knows. You are also able to re-select a site at any time in between races, so if it isn't fast enough, go for another.

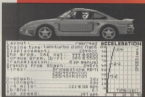
On the whole I found the gameplay far too similar to Test Drive, i.e. I didn't really like it that much. The control throughout isn't too great and the in-game graphics are pretty much

It's all very well presented, even if the modifications are a little difficult and tedious to operate, but presentation just doesn't make a good drink.

The music and sound is, er, OK. No it's not, it's bloody awful I wasn't involved

I'd say that if you own TDI, unless you **REALLY** liked it, don't buy this. Not enough play variation. If you don't own the other one, look at this and play it first. It probably costs a lot of money.

Oh well. It's a nice day and the sun is really pounding. I might just go and cruise down the Boulevard in my Hillman Avenger, listening to Chris Rea's "Road to Hell" and have a conversation with David Nason's Father.

[illegible]

**NAME:** Fred Davis E.  
**SUPPLIER:** Accolade.  
**PRICE:** \$14.99 (Disk only).  
**RETAILER:** See page.

**THE**

40%

This game will test your patience. Instead of your driving ability.

# NEXT MONTH

IN THE MAGAZINE THAT  
CAN SAY 'SALMON' IN  
POLITE CONVERSATION  
AND NOT BE SCATCH  
ABOUT THE HEAD AND  
TESTICLES BY THE  
WEST MIDLANDS  
SERIOUS CRIME SQUAD...

## OO-ER! YC'S GOING A BIT FUNNY:

Yep, your base C54 mag is having a funny turn, thrashing about on the floor like a flipped turtle, and wailing its knickers after drinking a strange, bubbling concoction!

But what's happening, me-lodder?

**FUNNY THING 1:** The design is going to become funny, flighty, and so downright fruity that you'll all wonder where you put your dottle-resistant glasses!

**FUNNY THING 2:** The regular columns are going to become a bit more informative (and a bit more funny)!

**FUNNY THING 3:** There'll be coddles and coddles more colour than EVER before (it'll be like we had an accident in a paint factory, so you'll have to put away your crayons 'cause we've done it for you!)

**FUNNY THING 4:** Loads more reviews will be spattered around the incredibly well-endowed pages!

**FUNNY THING 5:** And we see the incredible 'from-the-dead'-style return of Rick Amigas are crap really, gimme my Commodore back! Henderson, as Group Editor and all-round cynical old (Y) hack!



## ALSO: THE YC HUMILIATION TOUR PART TWO (HIGHEST)

Storm has volunteered to host the YC 'gimme more sandwiches and cake' tour, and they'll wish they hadn't when they find out their office has been turned into a small bedfell for a number of homeless luns. (ie. The YC team).

## A NEW, IMPROVED VERSION OF ON THE TAPE:

The tape is going to be well stanky and no mistake. Firstly, we're giving you four incredibly swanky FULL games (some of which you'll have heard of, and some are completely original), plus one demo of an upcoming bill game. And secondly, the On The Tape section (titled 'Wheels of Steel') is to EXPAND, and give you some interesting things that nobody else has thought of yet.

## YC OCTOBER '91

It's as chunky as dog housewee!

## OUT SEPTEMBER 27

Once upon a time we really, really tried to supply exactly what was stated on the next month page, but now we couldn't give a sod! So if the next month page and the actual real content of the specified magazine were in any way different it's only because we've found something even more stinky to put in instead!

Please Newsie, I would treat you like the good of Queen Mum if you'd be as chunky enough to put aside a copy of the incredibly splendid YC computer magazine! For this privilege I'd most give you quite a fair amount of opportunities (91.95 to be precise), and I would do this every month too!

MY NAME .....

MY ADDRESS .....

Give this to your Newsie before he emigrates to The Falklands, and becomes a sheep farmer!

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# IT'S A COMPUTER GAME OF 90 MINUTES...

As the new season arrives, Jason Miller was 'over the moon' to be given a whole lotta footie management sims to look at. But 'cos they all look the same, he decided to not really mention them at all!



## STRIKER MANAGER

When you're stuck in the suburbs of Milton Keynes, surrounded by foliage and concrete cones, trying to gain some inspiration is a very tall order indeed. Then the quotation "how many 'divided ahead'" (to give to the players?) springs to mind.

No, madness has not crept in. Questions like this have to be at the top of your mind because you're going to have to think like Cloughie (he has been around in the business and knows what he is talking about). In the tedious world of management, it is up to you to gain

promotion for the club and maybe a place in Euro-champions ships.

And if you've been giving those dodgy toompers (Er... steady on - Jason, 1989 and all that) bit a taste of their own medicine then maybe you could become the manager of the National side. Showing them the English style of footie!

Once you have seen one management game you have seen them all (Oo!) You just don't young thing! So, but although Striker Manager is no exception, it is ahead in a league of its own with its high playability, reality and neat graphics.

**SOUND:** Huh! I must be going deaf!  
**GRAPHICS:** Gull the game to a tee.  
**FIX FACTOR:** A real treat for footie fans.  
**HALF LIFE:** You'll be playing it until the cows come home.

**SCORE: 85%**

## 2 PLAYER SOCCER SQUAD

Gull have an obsession with footie management simulations - does this sound good or very dull and boring to you? Well, it is great news for footie fans too, if you're not one you'll be bored out of your socks.

You need a friend to play with you (no-er), or you could use your annoying little brother, as it is for two players - as the name suggests.

Transfer markets, bookings (Jason's specialty), etc. all apply in 2P50. Although there's no club names here! You should keep away from the book-on-up tactics used by the likes of

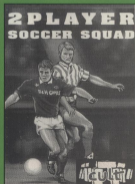
Gazza or you'll be out on your ear, mate.

As remember, it's not continental footie we are dealing with, it is boring old Torquay-style footie, where the tricks of the trade will not work. You know the sort, "Well He does!", or the famous "Clear for the best actor" - well, it doesn't wash in English footie.

In the whole, 2P50 is a rather poor footie sim. You'll have more fun pulling the petals from a flower than from playing this one.

**SOUND:** Did I sleep out and miss something?  
**GRAPHICS:** Nothing to long about. Until you can't stand your opponent.  
**HALF LIFE:** Eight to 10 mins up to you.

**SCORE 40%**



COMMODORE 64

## PROFESSIONAL FOOTBALLER



### PROFESSIONAL FOOTBALLER

Do you have the Mittelbachs? Making money out of kicking a ball around the park, with your feet, not your hands, has demonstrated by Maradona who was very talented player. But in the end he decided to train for the Columbian specialists (Got it Ed).

Or maybe you're the next David Platt? Earning more money than the Bank of England, since you have to prove yourself amongst the best in the world so that one day you can play for your country. Making crucial decisions throughout the match.

Overall, a simulation that is worth a look at. This is a rather demanding game for such a low price and you'll get a lot to let the one slip through your hands.

**SOUND:**

'Deep Deep', almost like a dripping tap. Would be a star if they played for Scotland.

**GRAPHICS:**

**FX FACTOR:**

Just what the coach ordered. A real gem for "gocostasaur" sort of person.

**HALF LIFE:**

**SCORE 80%**

### THE MATCH

With the new football season upon us, everyone is asking what lies ahead.

Well, no need to worry any more, 'cos Manchester Utd are going to dominate the English classes with the league and cup double. Feel better now? (Does he like Man. Utd. by any chance?)

**The Reader's:**

I enjoy the odd game of football in the park, which makes me visible after playing The Match - yet another one of Galt's football aims, or should it be "aim"?! Let's face it, for many Galt's sport the Match must have been developed by a whole football team.

To show what I mean, you become the manager of West Ham, and if that isn't snail then Juan Pablo the second is not the Pope! Being manager of West Ham is like leading a baby to dinner, a lot of dribbling around the area with out any success.

I'm not fooled about the fact that Lancashire produce the best teams in England, like Man Utd and Liverpool, but this game is the biggest pile of horse droppings that I've ever seen.

Even though I don't have commentary, it also has speech graphics which make this game a big, wet, lettuce.

**SOUND:**

Good for a Charlie Chaplin movie.

**GRAPHICS:**

Very Spectrum indeed.

**FX FACTOR:**

Neighbours is more intriguing, and that's pushing it. Like a missing oil - not at all pleasant.

**HALF LIFE:**

**SCORE 20%**

COMMODORE 64

## THE MATCH



### YES! JASON THE FOOTIE SIM KING SPEAKS!

'Well footie fans, Jason the new expert will give you an extra bit of advice for nothing. We here in "YO" are considerate to our readers and don't want you to waste your money. If the game is rubbish, we'll say it's rubbish - I am not the sort of person to play around with my words.

So, out of the four footie sims, by far the best is Striker Manager, with Professional Footballer a very close second.

These are the sort of games the Germans produce on, and look! They are the champions of the world. So why are you standing around? Practice and you could be the next manager of England and have glory just like in 1966!

Use your 48k or 64k to become number one - those are not numbers for any bar or Chinese restaurant!

JASON MILLER

[Ed... Thank you Jason, you can lie down now! Ed]

# 3D Constructi

"Build it up, build it up, build it higher! Build it up, up, up, up, up into the sky-er!" sang **Richard Taylor** as he tried out this 'freescape' game creator.

**A**s I gently drifted back into the real world from a deep and peacefully relaxing sleep, I wondered to myself what it would be like to use a 3D, almost "virtual reality" generation on the 64. "Corny bad simulator?" I mused in a stupid -65% awake thought. Sounds like a Commodore game.

After waking up, showering and treating myself to a 5 min jog, [and so] the thought still stuck in my head. Would it be possible to generate an entire 3 dimensional world moving smoothly from location to location with the ability to fully explore the terrain? No, I decided suddenly, it wouldn't; as more habitual thoughts of entering a public house entered my mind.

The next morning after sprawling into the more than adequately luxurious YG offices, I was greeted by an enthusiastic Mr Davy, hopping from foot to foot clutching a large, black, fluorescent-looking box.

"Look!", he spluttered excitedly. "It's a 3D Construction Kit for the 64. I've often wondered, in hypogogic states, what it would be like to use one of these. Here, go and enjoy it!"

So I sat down and waited in wonder for the disk to (insert)

Where do I start? 3D Construction Kit is a pretty incredible piece of software. It has many applications but I suppose the one that will appeal to PC readers the most is the fact that you can create your own games with it. These games, once

created, can be compiled to run independently of the main program and even, according to the literature, can be distributed and sold as long as the program is credited. Castle is an example of a game created with this



See website at:  
[www.industrydocuments.ucsf.edu/docs/0000](http://www.industrydocuments.ucsf.edu/docs/0000)

Basically, the program will let you select shapes (cube, pyramid, hexagon etc) that can be placed anywhere within the allocated area. These objects can then be shrink, stretched, rotated and moved around until you decide what's right.

Once you have put a shaper in place, other shapers can be added to create a desired object. For example, if you placed a pyramid on top of a cube, with a bit of stretching and shrinking, a house type shape will be achieved.

Windows and doors can then be added using the two dimensional shapes. Doors can be turned into entrances that lead to other areas so you can actually walk your

shape creation, it is worth studying this to get an idea of what you can do.

The control system is very easy to use: all everything is local-driven.

The first three columns listed above contain details related to the column, i.e., from which specific male patients are displayed.

As above (the main topics) are the movement icons. You can do the standard "Dungeon Master" type movement: from here, e.g. forward, backward, turn left and right, and stop-left and right. The whole path can be rotated from the point and can be moved up and down as in other games. You're anywhere within a new 3D environment.

You can have the complete freedom of a live, differing motion of movement and be selected from with 30 to 1 and 2.

What will give an unbalanced reaction-type along the T will give a "balanced" type when both you will receive along in constant parallel and fly will receive you in any direction you can choose.

Very simple once you have tried it. You also have a great tool which will tell you, wherever the current goes from north, south, east, west and past. What isn't this good for directly above your current position.

[illegible]

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

With a bit of manipulation any shape can be achieved so the only limitations are really your own imagination. The demo game brilliantly demonstrates the use of



# tion Kit

can go to the **File/Object** Panel which will let you alter the dimensions of the selected object.

The shade menu will alter the shade or colour of the object.

Once you have put together an environment you like then enter the programming mode to set conditions within your world. For example, you can allocate items that can be opened or not, walls etc that can be shot (Oh, I forgot to mention that you are armed with a **Disruptor** and **Shells** that can be picked up.

Don't be put off by this if you can't programme at all, the language is very simple and contains commands like "IF-THEN" meaning if you shoot specified object then whatever, very simple.

Down at the bottom is a **Script** window, the program will look like this:

```

START 1
THEN
GOTO 1.2
meaning if the shape is red
(solid or what ever) then go
down one line to two. The
language is fully explained in
the manual. Sound effects
can also be added through
this.
```

A little of sounds too much, don't be put off. The accompanying manual and help pages make it all very clear and easy to understand. After a while you

can become very fluent in it's use.

It is impossible to explain all the features in this review, there are many more for "The tuning" of things, mainly through the language.

This couldn't really be called purely a game creator, as it has many more serious applications. I don't know if these would work overly well on the 64 (machine limitation, not software) but it would be possible to design an entire in the smallest detail, car, robot, boat or spaceship, but, the possibilities are almost endless.

Maybe we could run a competition for the best design or game using this package.

If you want to write a game and you cannot program, then I would recommend you buy this. If you want to use your 64 for design, then buy this, if you are bored of your computer and want to do something new on it, then buy this.

In fact, I would recommend this to just about anybody with a 64 as I am sure anyone can entertain themselves with it in some way.

Overall, an extremely versatile piece of software, technically amazing, very and great fun to use. This could be the future of home main software, go and buy it!



## SPECIAL RICHARD TAYLOR BOX (For he has gone quite fancy)

The normal VC credit card wouldn't really work with this as it really is up to you how everything turns out. The only thing it doesn't seem to help on is the sound as no music is present and cannot be entered. The sound effects are also fairly limited.

**SOUND** Very limited - 8  
**GRAPHICS** Capable of being very good indeed - 8  
**VC FACTOR** Once mastered, very competitive - 10

**NAME:** 3D Construction Kit.  
**SUPPLIER:** Comtek/Interline.  
**PRICE:** £99.95.  
**REUSE:** 94111 Out now.

OVERALL

100%

An amazing piece of programming and design



3 Excellent! Building stuff without getting your hands covered in brick dust and mortar. In these two shots, the VC expert shows how to plonk down massive shapespaces...



5 ...and, er... the VC expert seems to have had one too many sherberts and has gone quite, quite toasty. Look out for those easy-to-build artificial 3-D shapes, VC expert!



TWEET,  
TWEET!



## THE BUDGIE COLUMN

WITH RICHARD TAYLOR

## AMERICAN 3D POOL

I played a 3D pool game on the Amiga some time ago and it really didn't seem to work very well. I didn't think this would be very good at all.

I was surprised to find that it is really quite a playable game and it looks really good.

To actually aim at a ball, you are presented with a top-down 2D view of the table, and you must point the cursor at the square you want the ball to go for.

Once you have done this, a 3D table is displayed and you press fire to start the shot, pressing again when the cueball has reached the desired height. If you do not press fire a second time, then the shot goes to full power as you have to be quick.

The balls move well and bounce around in a convincing way. Once all the colours have been potted, the black ball must go down to assure your victory.

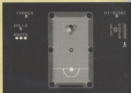
Two players can play, so it could be fun to play a friend, cheaper too.

There are other games you can pick within the program, such as Billiards, a tournament, and even a trick shot editor.

The graphics look good and work really well and what sound there is fits appropriately.

In all, a fun game, good to play a friend on and well definitely fit a rainy Sunday afternoon.

**OVERALL**  
0000



enemies, the bubble entices them and you have to go and pick them up. When you do this, they drop fruit that can be retrieved for bonus points. Once all the enemies have been disposed of, then next screen is entered.

Sounds easy? Well, it gets really hard! There are over 100 levels and loads of bonus screens and balls.

The control is really good, you can bounce around everywhere and even on top of your own bubbles. If you have two joystick and no friends, then go out and socialise for a few weeks to get to know people as you

can invite them back to play two players. It really is worth it.

Loads of graphics and lovely music and jingles, all adds up to a classic game

that should not be missed at this budget price.

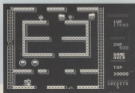
Great fun!  
Recommended

**OVERALL** 00000

## BUBBLE BOBBLE

I always wanted this game on my kit when it first came out, this is the first time I've actually seen it. The arcade machine was pretty damn addictive and so is this version.

A quick explanation for anyone who is not familiar with this game. The idea is to guide Bub and Bob (two players simultaneously) around a platform type screen, shooting various enemies with "fitter bubbles". When you shoot the



## RENEGADE III

Once again, you take the part of street-wise funny dude, the "Renegade", the all-around nice guy super hero who must again rescue his girlfriend from "forces of the future".

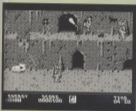
These forces have somehow managed to travel back in time and leave your girlfriend in the middle of a prehistoric land surrounded by cavemen and dinosaurs. You must walk along beating up these things in

this level, then you are teleported a bit further forward in time to ancient Egypt with mummies and Helioglyphs and then to "dark age" England with knights and dragons.

The control and movement is fairly standard with combat moves when fire is held down. The enemies are fairly hard to kill, and require quite a bit of punishment.

Time is also tight, so you need to hurry.

This game looks good, and the sound effects and music fit in really nicely. If you didn't like the previous



an almost "Furber Quest" fashion.

The graphics, sprites in particular, are really good in this part with Captain Caveman shirking around doing his thing.

If you make it through

Renegades, then don't worry. This isn't really much like them at all.

I'd say this was worth buying if you're looking for a decent budget game.

**OVERALL 0000**



## THE UNTOUCHABLES

Our old Eliot Ness. What a hard and challenging life he lived. Oh well, his choice. I suppose. You got it, 1930's Chicago and you take the part of Mr. Ness in an attempt to bring justice to many gangsters and hoodlums. The ultimate objective is to find Al Capone and destroy his evil empire of booze and violence.

You start this mission in a warehouse, in which you must locate various items of evidence in an attempt to accumulate enough to use

which is being used to transport liquor in to America across the Canadian border. You can swap between untouchables - you need to change to avoid the badmen.

Level three takes place in back street alleys, with you trying to stop Capone's accountant from making a getaway to the train station. The fourth level is at the train station.

In level 5 one of Capone's henchmen has taken the accountant and threatens to



against Capone.

You have spent a good time, a large booze movement operation is taking place and book-keepers are present. You must take the opportunity to seize their books.

Also lying around are extra money pools, ammunition and the like. Loads of hoodlums are wandering around, so you'd better be quick on the draw.

Level two is a bridge

shoot him in five seconds. You must score a direct fatal hit.

The final level takes place on a rooftop, chasing the head hunk. If all levels are complete, then Capone is put behind bars and all is well.

The graphics are excellent and the music is very atmospheric. It plays well and is great value as a budget game.

**OVERALL 00000**

TWEET,  
TWEET



## THE BUDGIE COLUMN

WITH RICHARD TAYLOR



## VINDICATORS

**T**he arcade version of this was OK, not brilliant, but a certain fix factor was there. Since it seemed to rely heavily on graphics, I couldn't see it converting too well to the old bit. It hasn't really.

The idea is to complete various sections of a maze base by destroying everything within them and

collecting coins and bonus objects to ready your tank.

Enemies include gun ports, tank and UFOs. Gun ports must be shot at the right time to be destroyed.

Also flying around are mines that must be avoided at all costs. You are given an energy bar and can take quite a few hits.

The control of the tank is

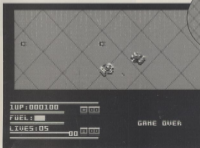
slightly awkward and must be rotated through 45 degrees with forward to move in that direction.

One good thing is that two players can play at the same time, so friends can join in.

Once a section is completed you are given the option to modify your tank with extra firepower, shields,

etc. to build up a powerful bottom loader.

If enough sections are completed, then you are transported to another planet that must also be destroyed. Once they are all destroyed then, er, I don't



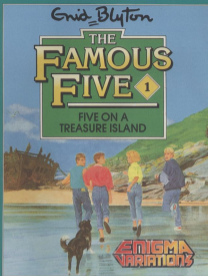
know, actually. I never got that far.

That graphics are good in places, with some flashy effects to keep you amused. Loads of rotating characters and colours.

It's ok as far as budget games go, so if you want a fun of the arcade version, it's worth a look. Nothing outstanding, hampered by bad control and lack of depth.

**OVERALL** 66

RELIVE THE GREATEST ADVENTURE OF YOUR CHILDHOOD!



Enid Blyton's much loved characters come alive in this faithful version of the best selling book. Using the "Worldscape" adventure system you can play any of the children as they solve the mystery of the Treasure Island. Featuring a powerful text parser and many graphical locations, this is a game for the young and the young-at-heart

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In which Paul Rigby continues his slow slide into insanity and talks about a few adventures, if we're lucky!



CAST

- **JAM**
- **JAMES T. POWELL**
- **SETTIM SPONSON**  
and introducing
- **KATE SADIST** the war  
reporter and  
**PRESENTER** as, erm,  
the presenter.

[JAM sits in well-lit studio, he looks very smart, very professional] Hello, unfortunately Misadventures has been postponed due to water damage so to replace this advertised program we will be going live to...[Introductory music] Lemon Curry!

[PRESENTER swings round on his chair] Good evening and welcome to another edition of 'Lemon Curry'. On tonight's programme Miss Antonakis, the Greek rebel leader who seized power in Athens this morning, tells us what reasoning he uses for lemon curry.

[Cut to a quick photo of a guerrilla leader with a gun; sudden dramatic chord; instantly cut back to the presenter]

From strife torn Bolivia, Kate Sadist reports on lemon curry there [JAM of a Bolivian city and again a dramatic chord and instantly back to the presenter] And closer to home, the first dramatic

pictures of the mass jail break lead The Lemon Curry factory in Maidenhead. All this and more in Lemon Curry! But first, this...

## REVIEW

### KEYS TO MARATHON MINICRAFT/ELECTRONIC ARTS DISC

If you have ever wanted to delve into role-playing (but thought that the present batch of RPGs are a little bit heavy, or if you fancied a little more action to your RPGs, then Keys to Marathon is your bag.

Including short, concise documentation, Keys allows you to assume the role of one of four heroic Hunter, Blacksmith, Scholar or King's Courier (the only female character). Each has four basic ratings for Speed, Dexterity, Strength and Life Points.

Your quest is to save the town from the monsters who come out to loot each evening. Final success hinges on clearing out the catacombs beneath Marathon and confronting the usual 'ultimate bad guy' who's responsible for all the trouble.

Actually the title tells you



of one of the game's principle assets - keys. You start with a key to the strongrooms.

Access to the catacombs below hinges on collecting other keys, each of ever more precious metal. The better the key, the further the access. You will have quite an extensive key ring before the end of the game.

Weapons available provide a good selection of the usual swords, axes and hammers (which suffer wear

and tear). These are melee weapons, which means you must saunter up to monsters, look them in the eye and press the fire button for all you're worth!

The bows and arrows actually fire 'ranged' missiles, so monsters can be loosed from a safer distance. The downside about arrows is that you can only pack 99 of them and 99 shots can go pretty quickly.

Magic weaponry is available, too. Flame and



## VENTURES

Few wands (the former two doing damage at range, the latter holding a monster in its place for a time). There are expensive weapons, however.

While the Scholar has the best magic skills rating of the four characters, the others seem to fare better with cheaper, and easier to wield, steel.

The real heart of the game is to become an avid reader in the town's library. For every 1,000 experience points, the prayer book can

be "read" from the closed stacks in order to gain a statistics point for a basic attribute.

By simply stealing out serious doses, the rare book room can be visited for some major class and skill to your character. Be sure to take a few notes when spending time in the rare book room. Everything learned there will make a lot of sense towards the end of the adventure.

The armor is the usual leather, ring mail, chain mail

and steel plate. Upscale suits include mithral (as approved to material) and, if found while dungeon-delving, pearl armor (all the scrappy dressers know that Maranon is famous for its pearls). There are no penalties, however, for wearing heavier armor, so battle down, battle up and battle through.

Magic in the Keys revolves around herbs and mushrooms. Depending on the flavor they will increase your basic statistics or up the armor class (all with a temporary effect, so pack a big lunch). The vital herbs and poisons are the ones which, naturally, restore Life Points.

Keys to Maranon arrives on one disk, so no disk swapping is required. A 26-page manual plus a GSI-specific reference card is also included. Copy protection is manual based.

Keys is an ideal PRG for the new adventurer providing a large dollop of addictive gameplay. Well designed and easy to get into, Keys to Maranon is heartily recommended.

**RATING**

**87%**

(Cut to a road in front of a heap of smoldering rubble. Out flows a mortar.

Reporter, Kate Sadist, in short skirts, standing in tight shot. Explosions going off behind her at intervals.)

"This is La Paz, Bolivia, behind the you can hear the thud of mortar and the high-pitched whine of rockets, as the battle for control of this volatile republic shakes the foundations of this old city [slowly we pull out during the until we see in front of her a fairly long trestle table set out with a range of different-sized lenses curries]

But whatever their political inclinations these Bolivians are all keen eaters of lemon curry [the explosions continue behind her].

Have the largest size is used for banquet such as marriage ceremonies. Unlike most revolutionary South American states they're an intermediary size in between the 200 and 300 sizes.

This gives the poor but proud people a useful curry for Sunday lunches and barbecues. The smallest curry - this little 200 size for snacks and takeaways.

No longer used in the West it remains here as an unspoken monument to the days when La Paz knew better times.

Kate Sadist, "Lemon Curry", La Paz."



# WINKS & NUDGES

## WINDWALKER

*Antidote ingredients: Flowers from Nulian princess, Hissowares Horn (Mistral's catnip), jade (beloved Emperor's treasure), gold dust (Throne's cave), peach seed (secret valley behind the Qm's cave)*

## KNIGHT'S OF LEGEND

**General Tips:** To trade gold, have the character with the gold say an item. Then trade it to the character who needs gold - he can now sell it for the same amount. To get lots of gold, trade all items to two or three characters (you won't have enough pockets to hold everything). Then enter the same inn where the characters with the items. Have those without items exit the inn, then quit the game. When you restart the traded items will have been duplicated.

## THE MAGIC CANDLE

In Demagugul go all the way north and east until you reach the door to the Teleport Chamber on the north wall, enter it and use three Cubes to teleport to Yvorton. Go north to Crystal Castle.

Monsters is under the King's Cards. Take the stairs down to level two. Take the stairs down to level three. Take the stairs to level four and then again to level five. Go to the Obelisk and get the word "Bastamano". Go back to level three. Take the Portal to level two. Take the new stairs down to level three. Go to the teleport chamber. Use the pyramid, sphere, pyramid to teleport to Kneason. Get the location of the Obelisk above the wizard's tale. Go the word "Esbekken". Go to Kall's temple and get the chant. Go to Kall in Oakland and get the attributes raised. Go to Shiron.

[Cut to a darkened room. Faint sounds of love-making and aqueous belch-

spings fill the room. Softest whispers and a light is turned on. James T.

Pooleston Jocks started. Peeping out of the bed clothes to his left is a toilet

noise]  
Brrr...oh...oh...care...and now over to Bertrum Spenser.

[Bertrum Spenser sits with a commentator's microphone pressed to his lips, woolly jacket and trilby adorn him along with a ring of Barvil to keep out the cold]

Pinge...back to Pinge...Pinge again...a long ball out to Pinge...and now Pinge is on the ball, a neat little flick inside to Pinge, who takes it nicely and sends it through on the far side to Pinge, Pinge with it but passes it instead to Pinge, Pinge again, oh and well intercepted by the swarthy little number nine, Concito Maroon. This twenty-one-year-old half back, remarkably stocky for 6' 3", square-shouldered building plant, hair blowing in the wind, bright eyes, perky, young for his age but oh so old in so many ways. For a thirty-nine-year-old you wouldn't expect such speed. Normally considered slow, he's incredibly fast as he wanders aimlessly around, sweeping up and taking the defence to the cleaners. Who would have thought, though many expected it, that this remarkable forty-five-year-old, 9' 4" dwarf of a man, who is still only seventeen in some parts of the world, would ever really be...Oh and there was a goal there apparently...and now it's Pinge...back to Pinge...Pinge again...a long ball to Pinge...[crackle]

If you want to swell Paul Rigby's ego by sending him letters or if you want to ask him some adventuring questions, write to:

MISADVENTURES, YC, 20 Potters Lane, Kiln Farm, Milton Keynes, MK11 3HF

- and he'll put them all in a pressure cooker full of citrus fruit and spice to make a huge lemon curry, or maybe he'll print them in the next issue.

## HOLIDAY SPECIAL



THE HOLIDAY SEASON.

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READER OFFER

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- 50000 - Ultra-good entertainment!  
 0000 - It's impressive, check this out.  
 000 - Yeah, pretty neat.  
 00 - OK, we suppose.  
 0 - A big "no".

## MUSIC VIDS

### BRIDEWELL TAXIS (live at the Hacienda) (ReMixion)

If you haven't heard of them before, the Bridewell Taxis are a rather spiky group from

Leeds (home of flat caps, whippets, etc.) whose most interesting feature, apart from their ability to write-greatly entertaining and often danceable songs, is that they have a trademark to add an extra 'oomph' to their sound.

This vid seems them performing an epic gig at the Hacienda (a very famous nightclub in Manchester,

CONTRIBUTORS: Jeff Davy, Rik Henderson



or a bad recording for video - it's pretty muffled and leaden. Which is a shame, because the Bridewell Taxis' sound can really sparkle live.

owned party by New Order) which looks like it must have been pretty damn good.

Unfortunately, this video (which features all their classics) isn't filmed too well and the sound suffers from either bad mixing or the right

Ultimately, this vid will be a good souvenir if you were there, but as an introduction to the band, their current 'story so far' LP is a lot better.

000

JD

## VIDEO

### LOOK WHO'S TALKING TOO

20/20 Vision  
(Certificate '15')

Stars: John Travolta,  
Kirstie Alley

C'mon, hands up all those that were recently pulled out by the 'plague' of baby movies! Funny enough, even though it's immediately put

my hand up (I didn't have one of the little taglines myself), there were a few of the films that really stood out as good pictures: Three Men and a Cradle, Parenthood, and, of course, Look Who's Talking.

Now, like the recent release of Three Men and a Little Lady on vid, 20/20 is trying to catch the tide of the 'Baby Boom' just before it hits the shore and wipes out, with the release of Look Who's Talking Too on tape.

This time, little Missy (all voiced by the excellent Bruce Willis) has a little sister to contend with (as voiced by Roseanne Barr), and the formula is even more stretched by the excellent

vocals of Missy's best friend by Damon Wayans.

Unfortunately, if you've seen the original, you've seen this sequel too. The acting is very good, and the quips aplenty, but the idea is jaded and the plot as shallow as the kiddies' paddling pool. Recommended for those who haven't seen the excellent first film.

000

Mick (Kevin Bacon) is a director straight out of his school and into the 'big time' of trying to get the grade when it comes to Hollywood breaks. Unfortunately, he finds out that to make it is the toughest bit of film making, his friends and loves all have to take a definite back seat, as he falls over hurdles that he never even knew existed.

Now if this sounds like a completely crap idea for a film you might as well go rent out Rocky (insert number) and get yourself some popcorn.

The Big Picture is a very clever and amusing spoof of the Hollywood scene, and although you have to be in the ball of all times - its plot seems to start from one small,

seemingly insignificant scene to another - perseverance will reward you with many laughs, an enjoyable night, and a yearn to fire out another Martin Short movie (he appears here in a cameo).

0000

PH



## MUSIC

BLUE  
AEROPLANES

Beatsongs (Chrysalis)

More cerebral guitar rock this time with the Blue.

Aeroplanes, possibly one of the most underrated groups of the last few years. Their maelstrom groove-fueled rock

songs have so nearly made it into the charts so many times.

Last! singer Gerard Langley fires forth a mass of poetic winks and phrases as the rest of the band - and there's quite a few of them - back him with a barrage of guitars.

Some of the songs on this LP are rather quiet but most of 'em kick rock ass in the way that's best, many mean electric guitars in a mission to entertain.

The Blue Aeroplanes are icy-flying, high-powered guitar musicians of pedigree, get disintegrations and get ready for a pleasant flight.

0000

JD



## FILM



## SOAPDISH

(Certificate '12)

Stars: Sally Field, Kevin Kline, Whoopi Goldberg

American daytime TV is a funny, low-budget affair, in general. *'The Sun Also Sets'*, the fictional, top-rated daytime soap in this film is no exception.

Sally Field plays Celeste Talbot, the show's longest-appearing and most popular actor, who has to put up with a life of fast-minute soap-dishings and the most calculating bunch of off-screen deceptions and twists that you'll have seen for a while.

Over though head-

scriptwriter Rose (Goldberg) is on her side, she still has to contend with the scheming of her co-writers and other writers, not to mention the sudden reappearance in the script of Jeffrey Anderson (Kline), although he was crushed out fairly years previously, at the instigation of Talbot's arch-rival co-star Mylana Moorhead.

The film itself turns out to be something of a lame affair and, although amusing in parts, just doesn't add that much new to the genre of filmographies about Soaps. Its funny turns include Talbot visiting shopping centres just for the twist to her age of being recognised and the bizarre twist of a new (and immediately successful) actor's portrayal.

Unfortunately, the ending seems to have been largely lifted from the classic Susan Roman film *Twilight*. And, really for Soapdish, Hoffman did a better.

0000

JD

SELL-  
THROUGH  
VIDS

Entertainment for you to keep, all around a tanner, 000...

mercilessly slaughtering all manner of people.

Thankfully (7) Insomniac Wings Hauer is here to save the day, and in typical seventies (pink-mink guitar, fast American car thrives) style he tracks the killer all over the globe, and to be honest, who gives a shupster?

1/2 (For the excellent

haircuts)

RH

DOUBLE  
REVENGE

Polygram

(Certificate '18)  
Stars: Leigh McCloskey,  
Joe Dallesandro

Another cheapo thriller that looks as if it's been made for TV. That is, until the shooting scenes occur, and you realise where the entire budget was spent - on fake gore and blood, no doubt.

In a bank note that goes wrong, the gunman's brother gets killed (thanks to a

clown), and 'our citizen's wife gets a bullet squandering.

Now, both the fellows blame each other for their relative/spouse's demise and they go out to tip each other's knives off, it's all responsible but, in a fairly average sort of way, and it might be best to wait for it to be shown on Sky.

00

RH

## LOCK UP

Polygram

(Certificate '18)  
Stars: Sylvester Stallone,

Donald Sutherland

Cao... A film we've all heard of, and to be honest, I saw this when it came out on rental. Also I must admit, I find it quite entertaining in a kind of

"yes, it is in the nuts" way! Stallone is a model prisoner (that doesn't mean he's made from wood - although some would say his acting is), and when he's transferred from an open prison to the harsh surroundings of Glatigny - run by a Warden with a chip the size of several potatoes on his shoulder (Donald Sutherland) - things aren't quite so rosy.

The film, like a few that have graced us recently (An Innocent Man, Death Warrant, etc.), is not so much a tale of one man, more a look at the American

prison system as a whole, and if such prisons exist, the acting here is extremely good.

Lock Up's a film that would be enjoyed by renegading anti-prison activists, and lovers of Stallone violence-orientated movies alike.

0000

RH

DEADLY  
FORCE

Polygram

(Certificate '18)  
Stars: Wings Hauer

Well, there you go... Just what you thought that Return of the

Swamp Thing was the worst 'recent' movie made, along comes Wings Hauer and his amazing performing (twiddle and Deadly Force is born from a pile of screaming crap).

Serial killers seem to be all the rage at the moment (Slender of The Lurks, Henry - Portrait of a Serial Killer, et al) and the mysterious 'X' man has appeared,





# FROM THE SCRIPT II: THE REVENGE

**Dynamic Dave Hughes casts his net over the film world from his office in the heart of London's cine-city.**

## FAIRY TALES

### OF BATS, CATS AND RATS

What's up? Seems like only last month I was throwing together this spectrum of speculative speciousness (look it up, dude). And—whaddya know—it was!

Reading between the schedules there's a lot going on, and although at the moment much of it seems to involve *WOLVES*, *LAMBS* or *THEVES*, by the time you read this it'll mostly be bats, cats and rats.

Bats: the intriguing *ADDAMS FAMILY* movie—starting (as predicted in *Tales* a featured years ago) Paul Giamatti (James), Annette Bening (Morticia) and Christopher Lloyd (Uncle Fester, really)—is all wrapped up and ready for Christmas. Based on the Charles Addams cartoons of the '30s and '40s (and later the American '50s TV series), *THE ADDAMS FAMILY* is likely to be a well-cast fest.

Cats: Annette Bening's careless pregnancy by Warren Beatty has lost her what would have been a classic role as *Catwoman* in *BATMAN 2*.

After a brief affair with Madonna and Cher, the tabs (taboos to you, creep) picked on Michelle "do do for" Pfeiffer for the role.

I sincerely hope it isn't true (you just can't eat out for

actor Michael J. Fox) (the man who gave Michael J. Fox the 'L' in his name) as 'the cat-catcher'. It's a glossy, gory \$20 million set in a haunted London in the year 2025, where a vicious duke is

shadowy scurrying for sequel scripts again—most enthralling.

While *THE OMEN IV: THE AKADEMING* and *PSYCHO IV: THE BEGINNING* have both been trundled out for American TV, further instalments have been announced for a raft of other projects. *THE NAKED GUN 2½ 1/2: FOR THE RECORD* will follow *THUNDERBOLT* and *PANTANOMIA CONTINUED* (an 'update' of the classic Disney feature) into production, while *HOLLANDER II: THE MARRIAGE* (also predicted in *Tales*) has also got the green light.

Contrary to my *Tales* prediction, however, *H2* will star Christopher Lambert, and will be set somewhere between the first *HOLLANDER* and the appalling sequel—good move, if the script can pull it off.

Meanwhile, don't believe anything you read about T3—director James Cameron's all to make *THE SPYGLASS ROOM*, a free entry slotted a rapid with 24 different personalities, while Amie's ready to make a big mistake with *THE CRUSADES* for Paul Total. Recall: Verifiers.

Meanwhile, the news that is *ALIEN 3* is back in London this month for \$20-25 million worth of reshoots ("May, T3 did well, let's throw some more money at A3") and I have some exclusive crew T-shirts to prove it!

Only £15 (inc. p.p.g.), they're black with the *ALIEN 3* logo on the front and an extremely rude word (a quote from the movie, I'm told) on the back (if you want one, send a cheque payable to M. Davies, to 86 Upper Tollymore Park, London N4 4NE).



it, girl) and that they'll wait for Annette or, as I suspect, choose Rachel Welch instead (now you really did read that here first)...

Rats (thriller, but never mind) I spend a pleasant couple of days traipsing through semisage on the various London locations of the Rutger *THE HITCHER* Hausfilm *MARSHMALLOW* Central movie *SPUT SECOND*.

Also starring BONNIE AND CLYDE's great character

stealing people's hearts for fun (that sounds like me).

*SPUT SECOND* is being around some time early next year.

## SEQUEL AND DESTROY

The unprecedented success of *TERMINATOR 2: JUDGMENT DAY* has sent

THE FUTURE COP IS BACK...

## TRANCERS II

THE RETURN OF JACK BETH

**BOASTING OF THE**  
**CASTERS**, the first of my  
 spiffy new Video Of The  
 Month.

Placed a "trial" on the  
 big screen, Brian  
 DePalma's dark adaptation of  
 Tom McEllin's best-selling  
 novel — starring Tom Hanks,  
 Bruce Willis, Melanie Lynskey  
 and Kim Cattrall (the latter a  
 superb but grossly  
 understated performance) —  
 actually works brilliantly on  
 video and should be rented  
 immediately.

Also on video (just  
 thought, this time) are the  
 rather splendid "television"  
 versions of big screen  
 classics **ALIEN**, **DIE HARD**  
 and the three **STAR WARS**  
 movies. Usually when films  
 are transferred to video, up to  
 two thirds of the screen area  
 is lost (compare the shape of  
 your TV screen with that of a  
 cinema and you'll see why),  
 so you're only getting two  
 thirds of the movie. With  
 Fox's "television" releases,  
 however, they've shrunk the  
 whole screen area down to fit  
 on a TV screen as a rectangle  
 (this is known as "letterbox").  
 Fugged it, you.

**ABSOLUTELY NO  
 COMPETITION**

And not this month, either.  
 (You're rubbish! Ed.)

**THESE** and  
**TAKES FROM THE  
 DARKSIDE** THE MOVIE  
 have joined the growing list  
 of post-**MISERY** Stephen  
 King adaptations scheduled...

I mistakenly identified  
 Gale Anne Hurd as the director  
 of **NEAR DARK** last month —  
 the mist-creeps who wrote  
 and told me it was Kathryn  
 Bigelow ran not my shorts...

The **TWIN PEAKS** movie,  
 (reviewed last issue, is off —  
 unless, according to TV  
 series co-producer Mark  
 Frost, "the cast get a lot more  
 desperate than they are  
 now".

Watch out for Kyle  
 MacLacklan's real-life spouse —  
 and Twin Peaks star Lara  
 Flynn Boyle in this fall's **I-  
 Was-A-Teenage-Gangster**  
 movie **MODESTERS**...



## TRUTH OR DARE

Critics have raved about a  
 movie version of the Eagle's  
**DAVE DARE** strip, a reported  
 \$2 million production, are not  
 to be believed — the  
 production is for twelve half-  
 hour TV programmes, not for  
 a feature.

Castings is underway, with  
 pretty-boy actors Nigel  
 Havers, Rupert Everett and  
 Jason Connery all favourites  
 while ugly-boy footballer,

Paul 'Gazza' Gascoigne, also  
 rumored to be under  
 consideration for the part, is  
 least favourite, at least with  
 me.

My money, for what it's  
 worth, is on Jason Donovan —  
 remember that.

VIDEO KILLED  
THE VIDEO STAR

So what else is new? Well,  
**NIGHT** digital stereo's fairly  
 new, I suppose. So is

missed any of  
 these at the cinema (like I did  
 — I was only ten when **ALIEN**  
 (K-rated) came out), you'll  
 never know how big they  
 really were unless you buy  
 these great tapes — highly  
 recommended.

AUGUSTUS  
SIEZURE

A brief update on August's  
 Titles...

THE NIGHT FLIER,

## NEXT ISSUE

It'll be off the shelf and on  
 the shelves for more  
 fictionally interlocking  
 Titles (remember "Christian  
 Slater in **HIGHLANDER 2**,"  
**"STAR TROOPERS"** and  
**"STAR TROOPERS"** and Jack  
 Nicholson in **CRIMINAL MINDS**)  
 He is. He is. He is. He is —  
 what? Well, don't believe  
 everything you read in  
 computer magazines...

Later, dudes.







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The following table shows the results of the regression analysis for the dependent variable "Number of children in the household" (N = 1,000). The independent variables are "Age of the head of household" and "Gender of the head of household". The dependent variable is "Number of children in the household".